

~~GV 867~~

~~114~~

FLS

2015

127178



**RICHARD K. FOX,
PROPRIETOR OF THE POLICE GAZETTE
PUBLISHING HOUSE.**

SCIENCE OF

BASEBALL

By JOHN J. MCGRAW,
MANAGER-CAPTAIN OF THE NEW
YORK CLUB, NATIONAL LEAGUE.



ALSO THE OFFICIAL

RULES FOR 1904

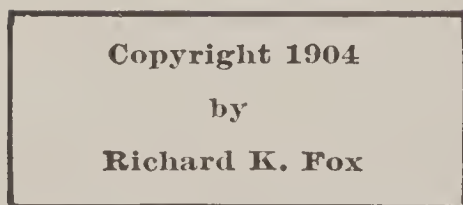
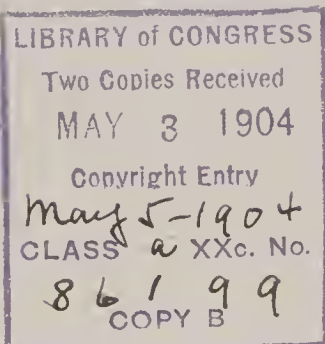
AND SCHEDULE OF GAMES
TO BE PLAYED.



FULLY ILLUSTRATED.

RICHARD K. FOX, Publisher,
FRANKLIN SQ., NEW YORK CITY.

GV 867
.M4



RECEIVED
MAY 10 1904

INDEX

HOW TO PITCH	9
THE MAN BEHIND THE BAT	17
ON FIRST BASE	27
SECOND BASE	33
THIRD BASE	39
SHORT STOP	45
AT THE BAT	49
IN THE OUTFIELD	59
CONCERNING BASE RUNNING	63
SLIDING TO BASE	67
ON BUNTING	69
SCHEDULE FOR AMERICAN AND NATIONAL LEAGUE GAMES FOR 1904.	72, 73, 74. 75
OFFICIAL RULES	77

INDEX TO ILLUSTRATIONS

RICHARD K. FOX	2
HOW TO PITCH :	
For a Fast Inshoot	8
For a Slow Drop	10
For a Fast High Inshoot	12
For a Speedy Outcurve	14
For a Speedy Drop	16
BLISS' STYLE OF DELIVERY	18
MATTHEWSON ABOUT TO DELIVER	20
MATTHEWSON DELIVERING	22
MCGINNITY READY FOR A THROW	24
MCGANN ON FIRST BASE	26
MCGANN REACHING FOR A LINER	28
GANZEL AFTER A WILD THROW	30
MCGRAW PICKING UP A GROUNDER	32
MCGRAW TAKING A STRAIGHT THROW	34
MCGANN MEETING A GROUNDER	36
MCGRAW UNDER A FLY	38
FULTZ AFTER A HIGH ONE	40
MCCORMICK GETTING A FLY	42
MAKING A HEAD-FIRST BASE SLIDE	44
HOW TO SLIDE FEET FIRST	46
BATTER'S POSITION FOR A SACRIFICE HIT	48
LOWE READY FOR A BUNT	50
DAVIS READY FOR A PLACE HIT	52
WILLIE KEELER BUNTING	54
THE NEW PITCHING MACHINE	56
CHAMPION BOSTON AMERICANS	58
HARRY C. PULLIAM	70
OFFICIAL DIAGRAM OF A FIELD	76

PREFACE



IN writing a book that will give the amateur some idea of the points of the national game of baseball, I have tried to put as much as possible in the brief space allowed me

There are many things in the great game which can only be learned on the diamond and by constant playing, and I would advise those who are interested to practice early and often and study out for themselves the many finer points of the game.

The science of baseball demands a quick brain, an active body, and a pair of good eyes. Every muscle in the body is brought into play and the man who wants to become a star must literally work his way upward.

The student will do well to practice long and accurate throwing, develop to the highest possible point his sprinting abilities, and become an adept with the bat. The latter is most important of all, as will be noted by a reference to the chapter on batting.

*Yours truly,
John J. McGraw.*

March 31, 1904.



FOR A FAST INSHOOT THE BALL SHOULD BE HELD IN THIS MANNER.

HOW TO PITCH.

The pitcher of to-day must be clever, confident, and cool headed, and he must know what to do at the right time. Speed is considered absolutely necessary, although many crack pitchers have their own ideas as to that. One thing, however, must be remembered, and that is, that the man who throws the swiftest ball is not always the most effective.

The pitcher should bear in mind that every batter whom he faces has some weak point, and he should find it out as early in the game as possible, and take advantage of it. But the most difficult ball for a batter to hit is a high, fast one, and which, when hit, is usually productive of a fly, and easily fielded.

A pitcher's object is to deceive the man at the bat and to induce him to hit at deceptive balls, and that is where the curve, the drop, and the in-shoot come in.

To be a good pitcher you must have the ability to deliver a great variety of balls, so as to keep the batter guessing.



THE METHOD OF DELIVERY FOR A SLOW DROP.

Fielding is another qualification a pitcher should cultivate. The balls that come his way from the bat are, as a rule, very swift liners or difficult grounders. He must think and act quickly, and be ready for any emergency.

The watching of bases must also be taken into consideration, and the runners held close. More hits will unquestionably be made off the man who does this, but the score card will show fewer runs.

A pitcher should throw the ball with a quick snap, making as few unnecessary movements as possible. Every act should be decisive, and many a base runner has come to grief because there was an alert pitcher in the box.

He should pay a great deal of attention to the catcher, who is in a position to view the entire field, and be on the lookout for signals from him as to where the ball should be sent. Many a useless throw can be saved by this and many a runner may be caught napping.

He should be in a position to cover, in an emergency, any base left vacant, in order to catch a runner between bases.

On all throws from the outfield to the home plate he should back up the catcher, although it may be considered advisable to take the ball himself should the play, in his opinion, call for it.



HOW THE BALL SHOULD BE HELD FOR A FAST HIGH INSHOOT.

When the ball is hit to him he should make up his mind in an instant what to do, and do it promptly, but without haste, which sometimes defeats its own end.

Never delay, but if the pitcher fields a ball he should get it to its destination as quickly and as accurately as possible.

Many a pitcher, with too much confidence, has delayed too long, the baseman to whom he has thrown the ball has fumbled it, and as a result the runner has made the base.

Above all things, the pitcher is not supposed to play an individual game. A team game is what counts in successful baseball, and while it is very gratifying to make a play for the grand stand, it is better for the good of the nine to work together.

If the pitcher finds he is being hit freely he wants to do what fighters would do—steady himself until he has regained his control and form.

Pitching means more than the simple act of sending the ball across the plate. It means science, and careful study, as well as the art of knowing just what kind of a ball to deliver at a critical moment.

Pitchers have been known to throw a ball so close to the man at the bat that it was necessary for him to jump out of the way to save himself from being hit. The object was to get his nerve and make him lose his coolness.



THIS IS THE POSITION FOR A SPEEDY OUT CURVE.

The ideal pitcher is the man who plays the game with his head, who is ready for every emergency, cool, quick, alert, and never caught napping.

Of course, a big man, for obvious reasons, makes a better pitcher than a small man, because he has physique to back him; but that is no reason why a small man shouldn't make a good pitcher.

It requires incessant practice to master the art, but it is well worth the trouble.

The illustrations shown here regarding the delivery of the ball should be carefully studied and conscientiously practiced, and success will surely follow. Only practice and experience will teach the novice.





HERE IS THE WAY A SPEEDY DROP SHOOT SHOULD LEAVE THE HAND.

THE MAN BEHIND THE BAT.

One of the most important positions on the nine is that of catcher, a point which will be conceded by even the novice at the game. The best work of a pitcher can be rendered ineffective if he does not receive the support of the catcher.

Even in the most favorable light, the position is not an easy one, and it is always in the danger zone. Many a good catcher has pulled his team out of a hole at a critical moment, and has helped the pitcher to steady himself.

The catcher is the man who is practically in control of the field, because his position faces every player, and, consequently, not a move should escape him.

By a system of signals he can notify the pitcher of every move made by the base runner, and when and where to throw a ball to catch a man napping.

A long reach is almost indispensable for a catcher, for by its means he will be the better enabled to handle wild pitches.



BLISS' STYLE OF DELIVERY.

A catcher who can hold the balls, no matter how fast or erratic they come, is bound to inspire a pitcher with confidence, to say nothing of the good effect his work will have upon the rest of the team.

A catcher with weight is bound to have a great advantage over a lighter man, because with nerve and pounds he will be better enabled to block a base runner who is willing to take all kinds of chances. He is bound to have nerve, anyhow, if he expects to be successful behind the bat, because it is a great strain to be compelled to face the rapid-fire work of a good pitcher, watch the field, look after fouls, and protect the home plate.

The catcher should never weaken in his work. If he is up against a fast, strong pitcher, he must take the balls as they come, and not be afraid of them.

For this the best thing is practice, and keep at it. His hands should never be allowed to grow soft. The good catcher will let nothing go past him; he must be able to throw accurately, and he must have a brain that acts quickly. He must watch the bases closely and head off a runner.

Many a game has been lost by the wild throw of a catcher who wasn't well up in the game; and there is no position on the team that calls for harder work.



MATHEWSON ABOUT TO DELIVER THE BALL.

He must be thoroughly familiar with signals, and be able to use them in such a manner that they will not be learned by any of the opposing players.

There is style in catching, just as there is style in anything else. There is a way to stand and a place to stand, as well as a way to throw.

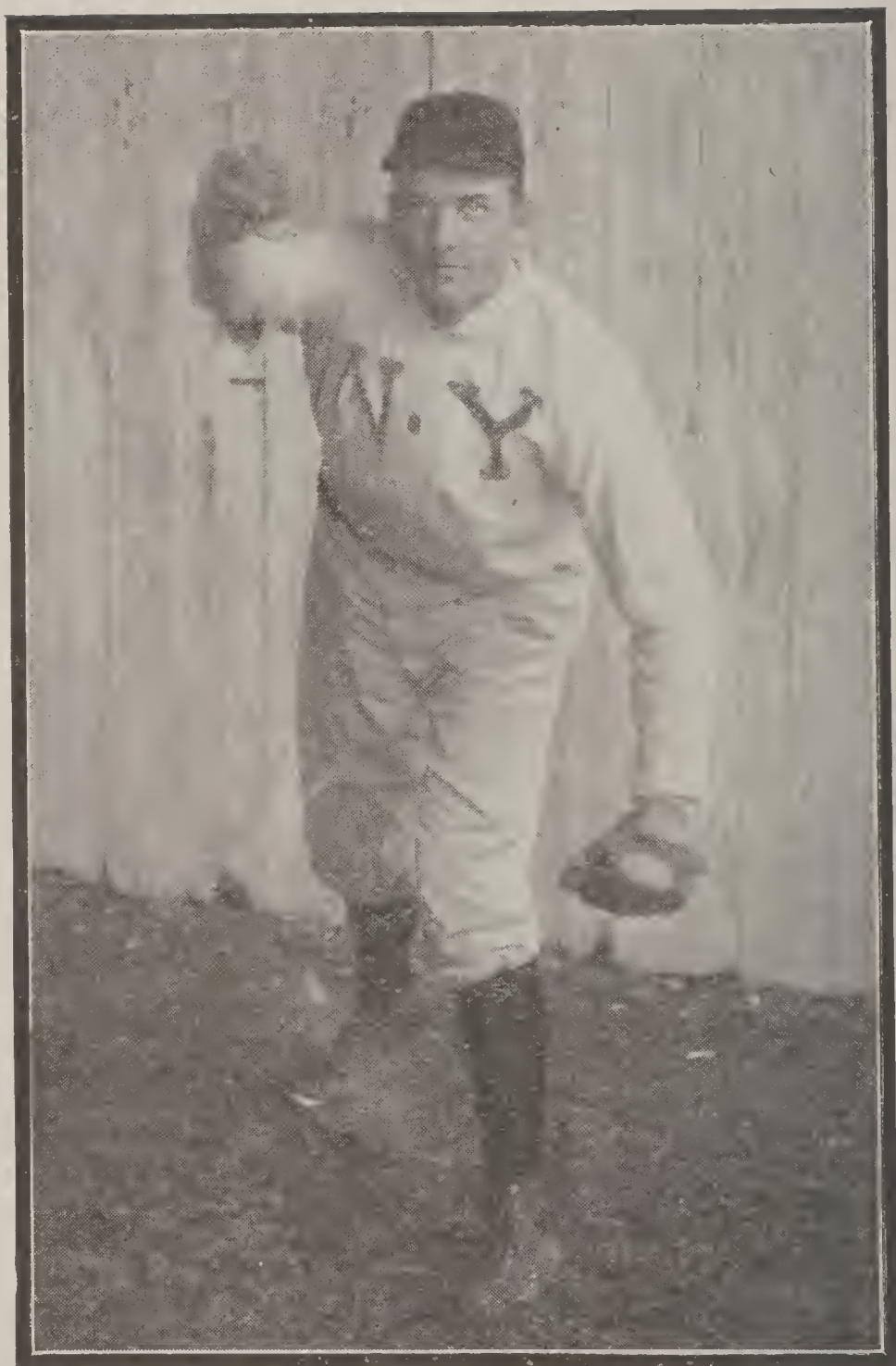
In standing, the body should be bent well forward from the hips, with the knees straight, or almost so. The object is to assume such a position that the ball can be readily handled at any point from the ground up.

Don't crouch, but assume an easy position.

Don't make any more work than is necessary, as energy is a good thing to take care of.

Keep your feet fairly close together—never more than 12 inches apart—and always be prepared for a quick throw. Bear in mind that the catcher must be prepared for every kind of an emergency, and he must be in form to make a long throw, stop a low ball, a high ball, or get to a foul at an instant's notice.

The catcher and the pitcher should thoroughly understand each other, and after the signal the hands should be held in such a position that the batter will not have any reason to suspect which kind of a ball is coming at the next throw; so never give any of the opposing team any advantage in that direction.



CHRISTY MATHEWSON DELIVERING THE BALL.

The position of the catcher can always be changed when the pitcher is ready to deliver the ball, and he can then prepare himself to hold it.

Too much importance cannot be placed upon throwing accurately and promptly to the bases, and here again is where practice will make the good player. One of the best catchers in the business has this to say:

“When about to catch a ball which is to be immediately thrown, be in a position to receive the ball on the right side; take one short step with the left foot, and in throwing, send the ball straight from the shoulder without drawing the arm too far back.”

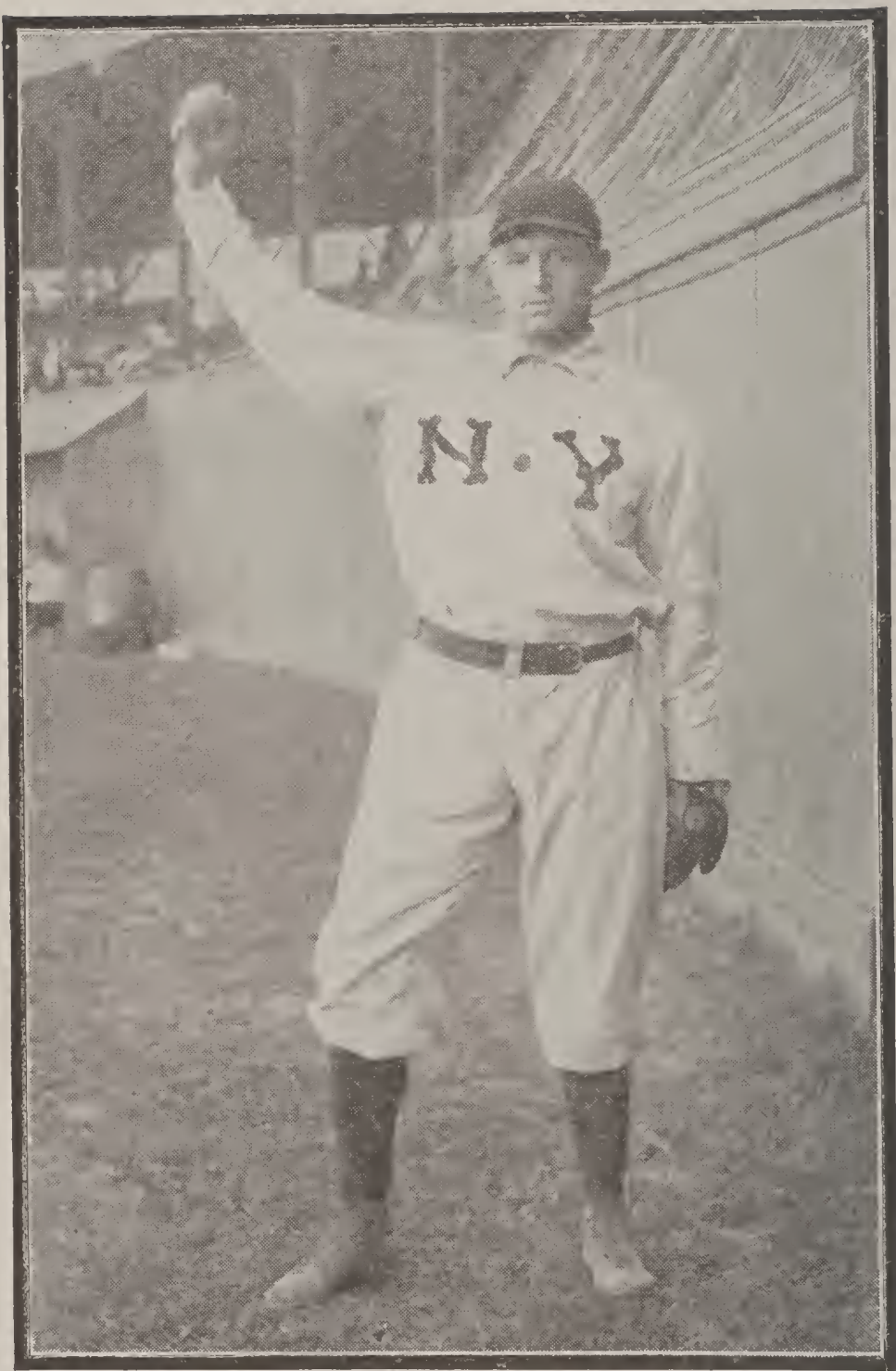
There isn't a great lot of speed in a ball of that character, but there is less time spent in starting it on the way, and that more than equalizes matters.

In making long throws the ball should be sent overhand, but in throwing to first and third bases the snap throw will be found to be best.

Don't catch with a stiff arm, as it is liable to injure the hands. Relax the muscles and let the hands give with the ball. Don't meet it with a jolt and increase the strain.

The good catcher will be careful to keep his hands in good condition, and take no chances of having them crippled.

Now a word as to foul flies.



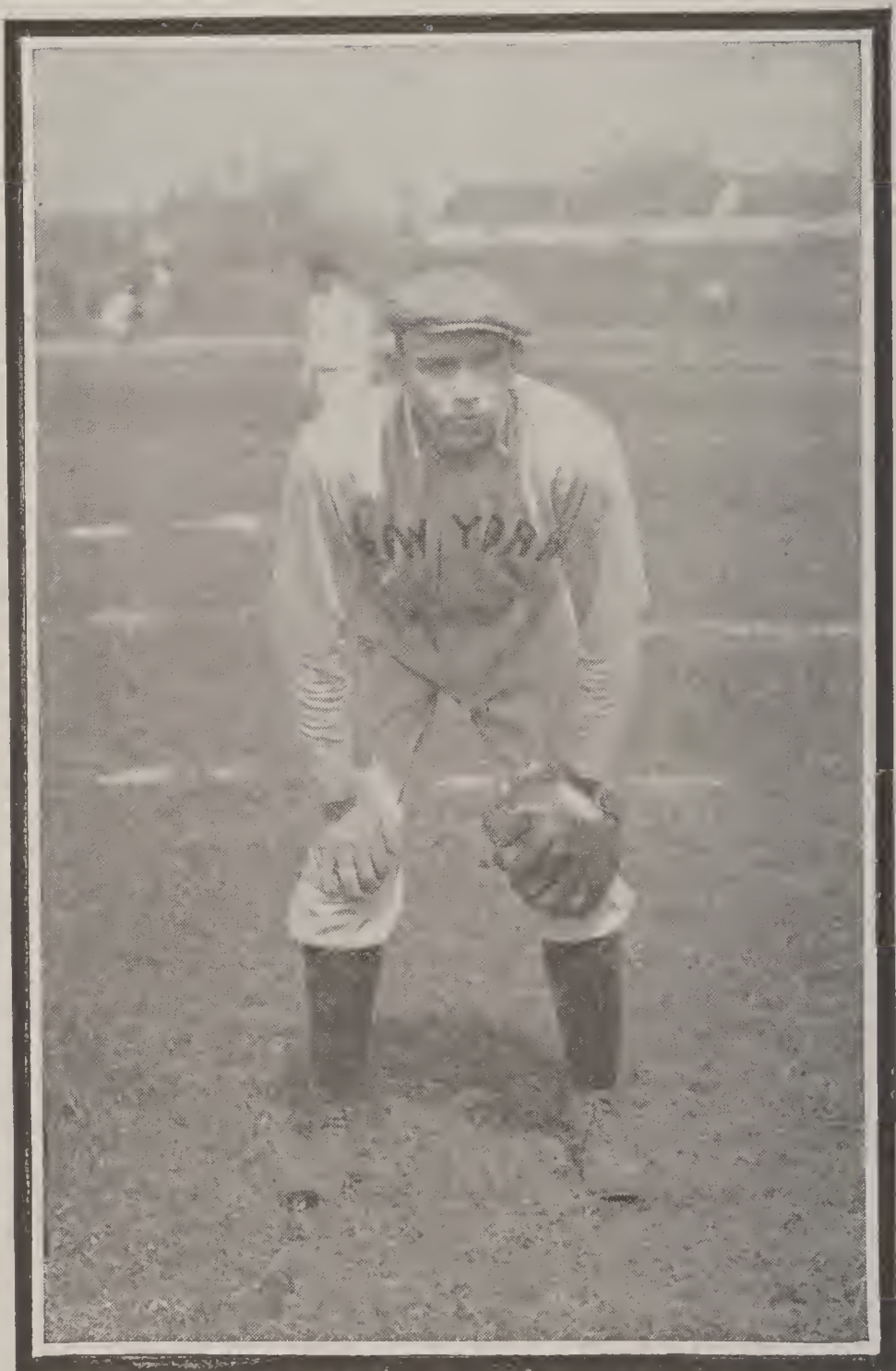
MCGINNITY ABOUT TO DRAW BACK FOR A THROW.

It looks easy from the outfield or grand stand for a catcher to get under a foul, but it takes a quick, alert player to handle them successfully. They are usually hit behind him, and it is sometimes very confusing to have to turn around too quickly. But here is where practice comes in again, and it doesn't do any harm to practice on fouls.

There have been many arguments as to where a catcher should stand when guarding the home plate, and there is a considerable difference of opinion on this point. Some stand a couple of feet back of the line and near the plate, contending that this makes it impossible for the runner to slide around them. But the majority seem to concede that the proper position is in front of the plate and about two feet toward third base.

Courage is most essential in a catcher's makeup, and he must be quick to think and quick to act.





McGANN ON FIRST BASE

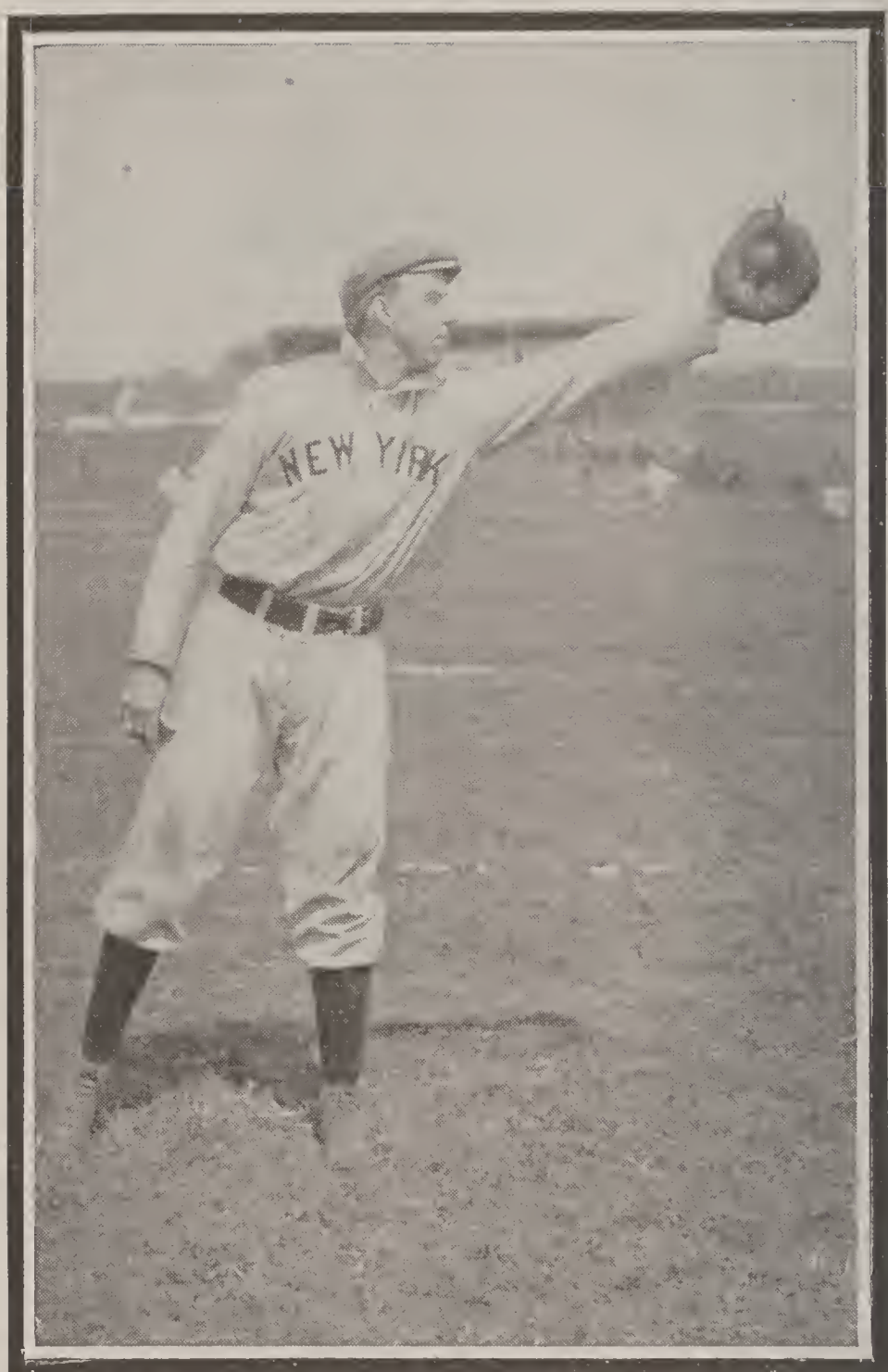
ON FIRST BASE.

In view of the fact that a large percentage of the balls are thrown to the first baseman, the position is not as easy a one as it is usual to consider it. Some years ago, when the rules were very much different from what they are now, the first baseman had a sinecure, but now all that is changed, and the man on first must be very much alive.

It is considered good policy to cut off a player at third instead of the man who has just been at the bat, and who is trying to reach first, but the play should be made quickly. There are plenty of opportunities to make a double play, but many times they end in disaster, and allow the man on second base to get to third. So remember the old rule—that one out is better than none out.

Watch the man at the bat.

When the bases are vacant play well into the field, in order to get hits that would otherwise be safe, and depend upon the pitcher to cover the base. In the event of fielding the ball at a short



MCGANN ON FIRST REACHING FOR A LINER.

distance from the base, if the pitcher is covering it don't make the mistake of a swift overhand throw, which is liable to be muffed.

In case the base is occupied, watch the batter closely, and if he bunts the ball toward first, run in and get it and throw it to second, on the chance that it may be returned promptly enough to head off the man who is trying to make first.

Too much importance cannot be attached to this play, which has been adopted by all good first basemen.

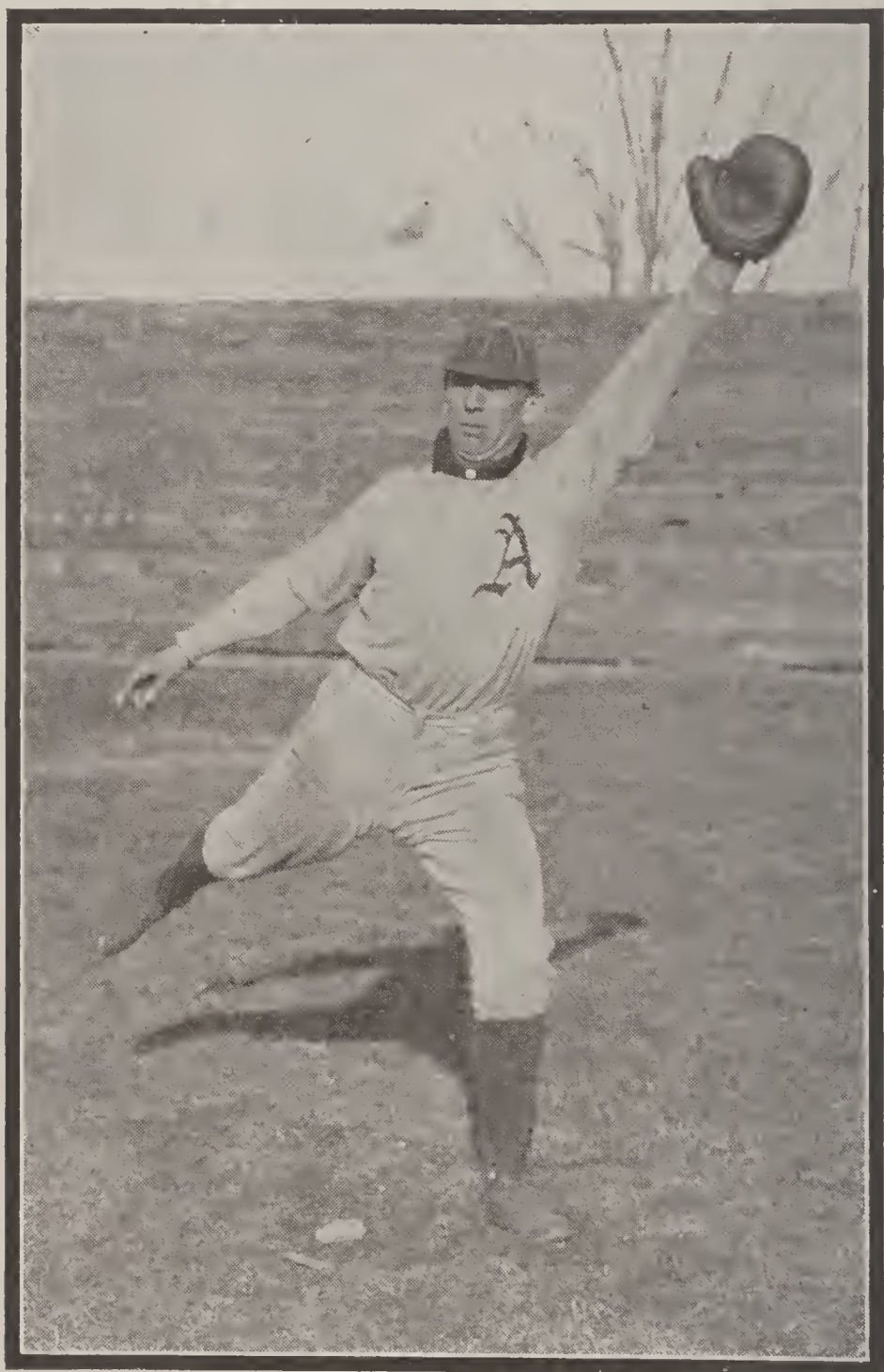
But don't hurry.

Take your time; and make your throw accurate, and then get to your base, where you will be ready to receive the return throw.

But before you throw, be sure that you will head the runner off. Make a sure-thing play of it, and if there should be any doubt about it, bear in mind that you can at least put out the batter.

One of the most essential qualifications of a man playing first is his ability to successfully handle low balls, and a good clean pick up has retired many a runner at this point.

A long reach is a good thing for any ball player to have, no matter in what position he plays, and its advantages in handling wild throws is self-evident. It is sometimes a difficult matter for a fielder to gauge a long throw, and the best position is to stand with both feet in front of the



FIRST BASEMAN CANZEL AFTER A WILD THROW.

SECOND BASE.

It requires a cool head for second base, as well as a thorough familiarity with the signals, and many a man holding down second has brought disaster to his side by going up in the air at a critical moment.

Assuming that the first and third bases are occupied, and that the man on first is trying to steal to second, the man on second will give the signal to the catcher for a long throw, while the short stop will back him up.

Then, if the man on third attempts to score, a wide-awake second baseman will return the ball to the home plate and cut him off.

Then, assuming that the man on third does not try to score, the second baseman will allow the ball to go to the short stop, who has temporarily covered the base, and put out the runner from first to second.

This is more or less of a trick play, when made under these circumstances, in order to induce the runner on third base to attempt to score.



MCGRAW TAKING A STRAIGHT THROW.

This play has caused more criticism among the experts than any other on the diamond, but it is given here in the way it is played by those second basemen who rank as stars.

Quick judgment is absolutely necessary to this position, for with a runner on first, and the ball hit out to near him, a man hasn't got a great while to think what to do. Here is his chance for a double play, which he ought readily to make, if he keeps his head. But this, of course, with the understanding that no one, or perhaps one man, is out.

The proper place to stand is just inside of the line, two or three feet from the base, unless, of course, the runner happens to be a diver or a slider, when it is advisable to play behind the line.

The object of playing inside the line is to be nearer the ball on a short throw from the catcher, and gathering in a grounder quickly.

A great many flies come to the second baseman's territory, and many of them are extremely difficult to handle. He may have to go to center or right field, or he may have to run in almost to the pitcher. In cases of this kind there is always the chance of two men, both after the same ball, colliding. To avoid this, if he is reasonably sure of getting the fly, he should shout:

"I'll take it!"



DAN MCGANN MEETING A GROUNDER.

No reply is necessary to this, as the other player assumes that everything is all right.

And then, on the other hand, unless this is done, both players may stop running for the ball, each one assuming that the other will take it, and both will miss it.

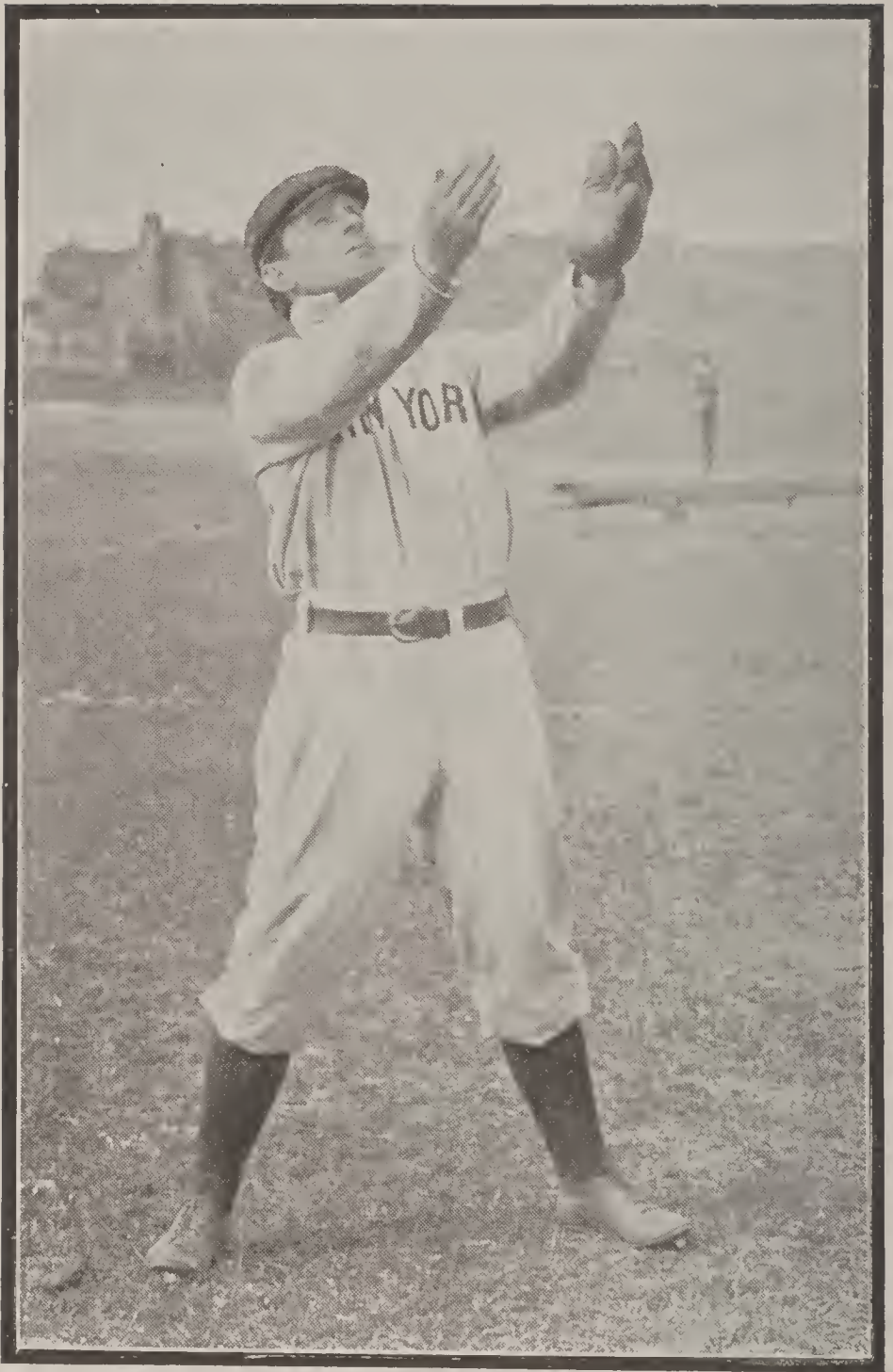
Many an easy fly has proved a safe hit because of a misunderstanding between players in the field.

A little practice and experience will soon prove to a player whether he can get the ball or not, and if his colleague has the better chance, he should allow him by all means to take the ball.

Don't try for a grand stand play at the expense of the game.

Don't call out that you will take the ball unless it is almost a certainty that you can take it.





HOW MCGRAW HANDLES A FLY.

THIRD BASE.

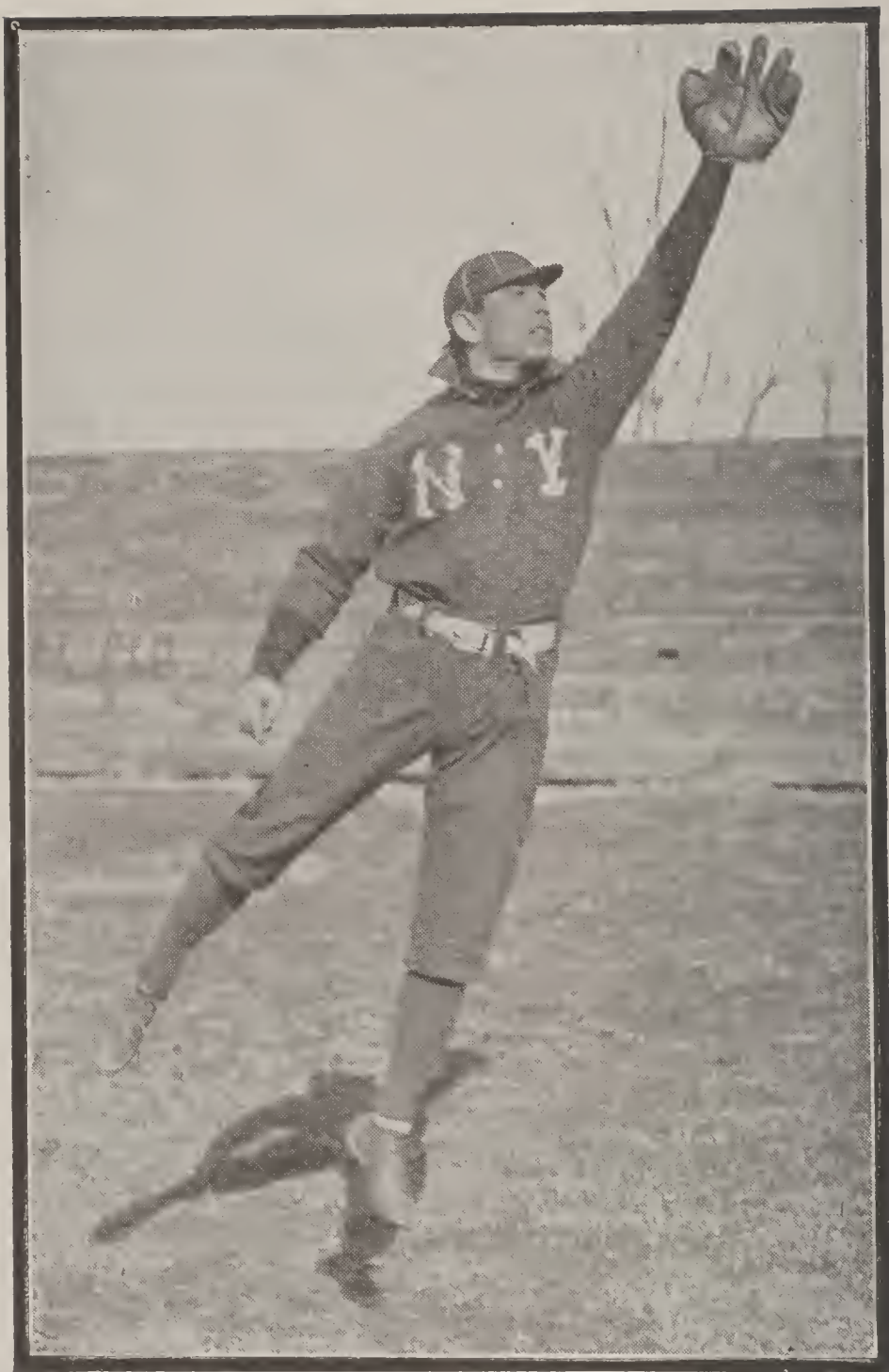
The third baseman is right in line with some of the hardest hits, which it takes no little amount of nerve and courage to face.

Besides this, he occupies what is considered by many experts one of the most difficult positions on the diamond.

When a runner is on third base, the temptation to steal home is very great, and here is where the third baseman's alertness comes into play. With one run needed to win, or tie the score, his position is indeed a trying one, and it frequently happens that the game is in his hands.

A good man on third can make the position a comparatively easy one, just the same as a good man anywhere can do any kind of work with less exertion than one who may be less capable.

The good man on third will study the peculiarities of the men at the bat, and become just as familiar with them as the pitcher. He will pick



DAVE FULTZ JUMPING FOR A HIGH ONE,

out the bunters, and try, as far as is possible, to anticipate the play. The toughest proposition he has to face is the expert with the willow, who is not only a scientific batter, but a sprinter of ability.

He must make up his mind that the batter is just as clever as he is, and will try and deceive him, if possible.

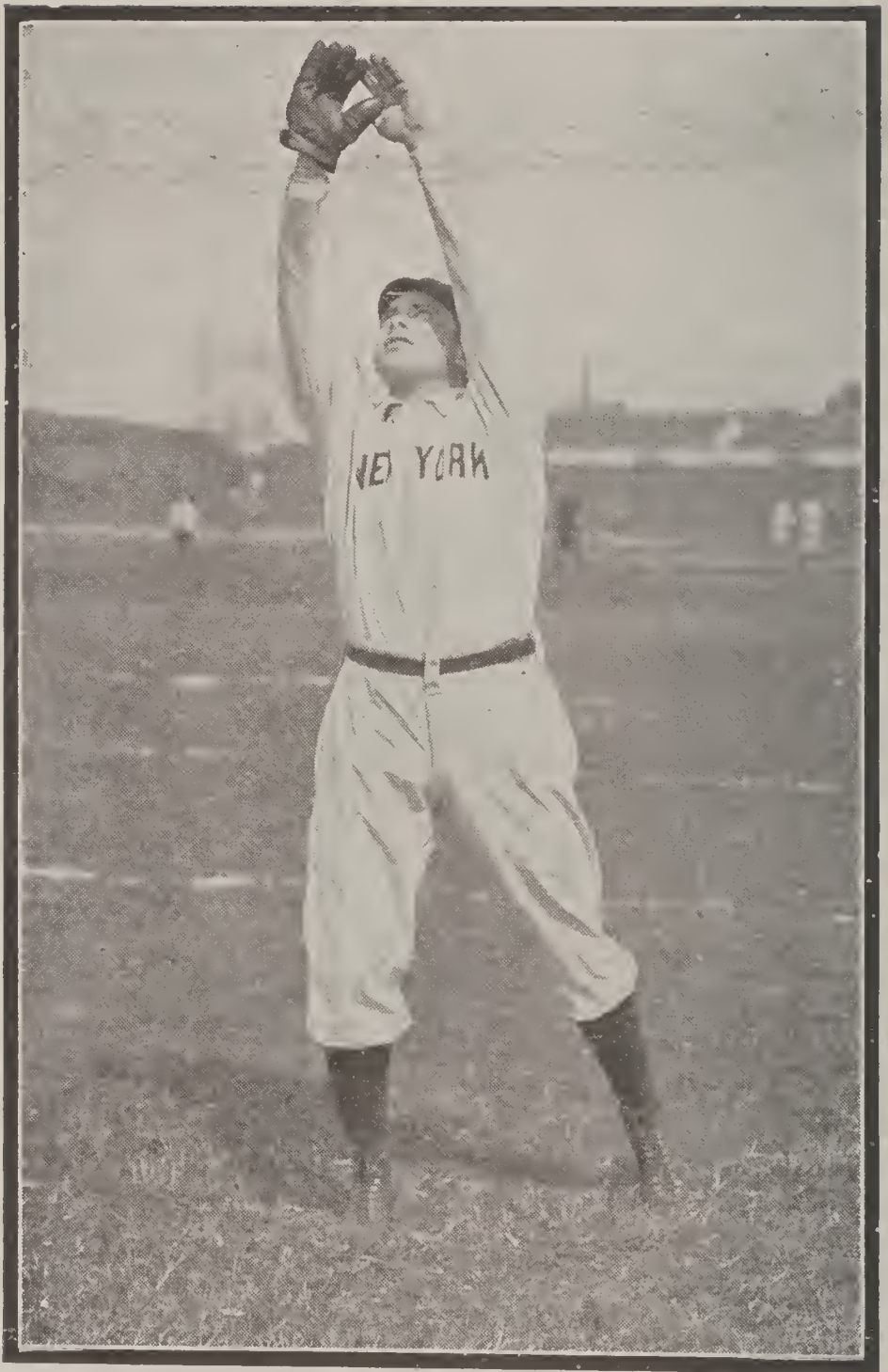
Such a batter will do all in his power to induce the baseman to play in close by pretending to bunt, and will then make a safe hit.

So the man on third who expects to be really good in the position must know to a certain extent about what is going to happen—in advance.

He should field all of the easy, slow hits, instead of the short stop, with whom he must have a complete understanding. And as in every other position on a nine, team work counts for a great deal in the long run. But he shouldn't conflict with the short stop by endeavoring to reach a ball that ought to be fielded by the latter.

He should also watch the bases, and when he throws the ball, throw it to the right place at the right time.

If it should so happen, as it frequently does, that a runner is on first base, and a hit is made to third, he should throw the ball to second, from whence it will go to first, with two out as the result. But

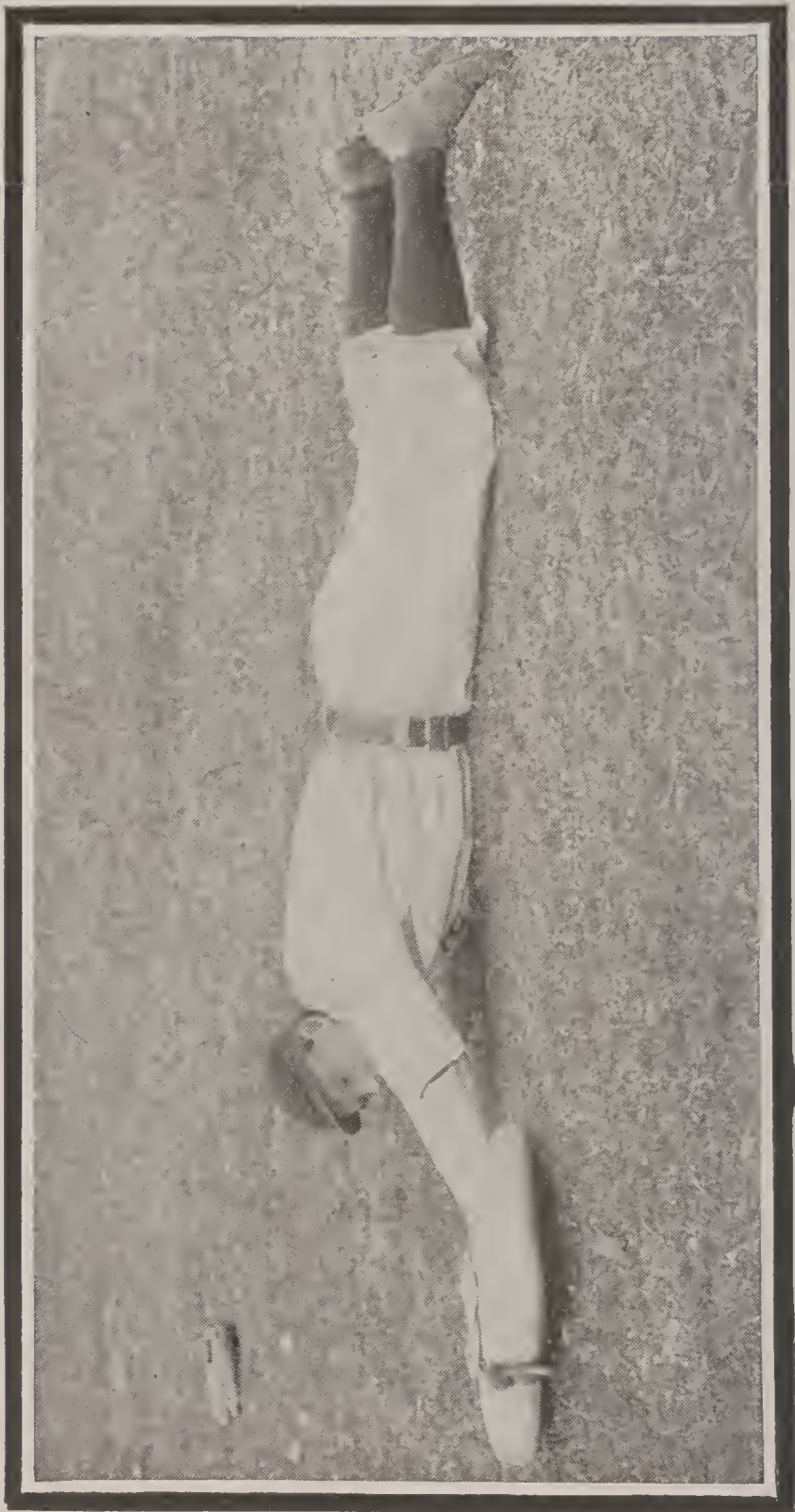


MCCORMICK GETTING UNDER A FLY.

if there is no chance for a double play, he should give the throw to second the preference, by all means.

There are many intricacies in this position which will soon be mastered by an earnest, intelligent, ambitious player, if he will study them.





BROWNE ILLUSTRATES A HEAD FOREMOST SLIDE TO FIRST.

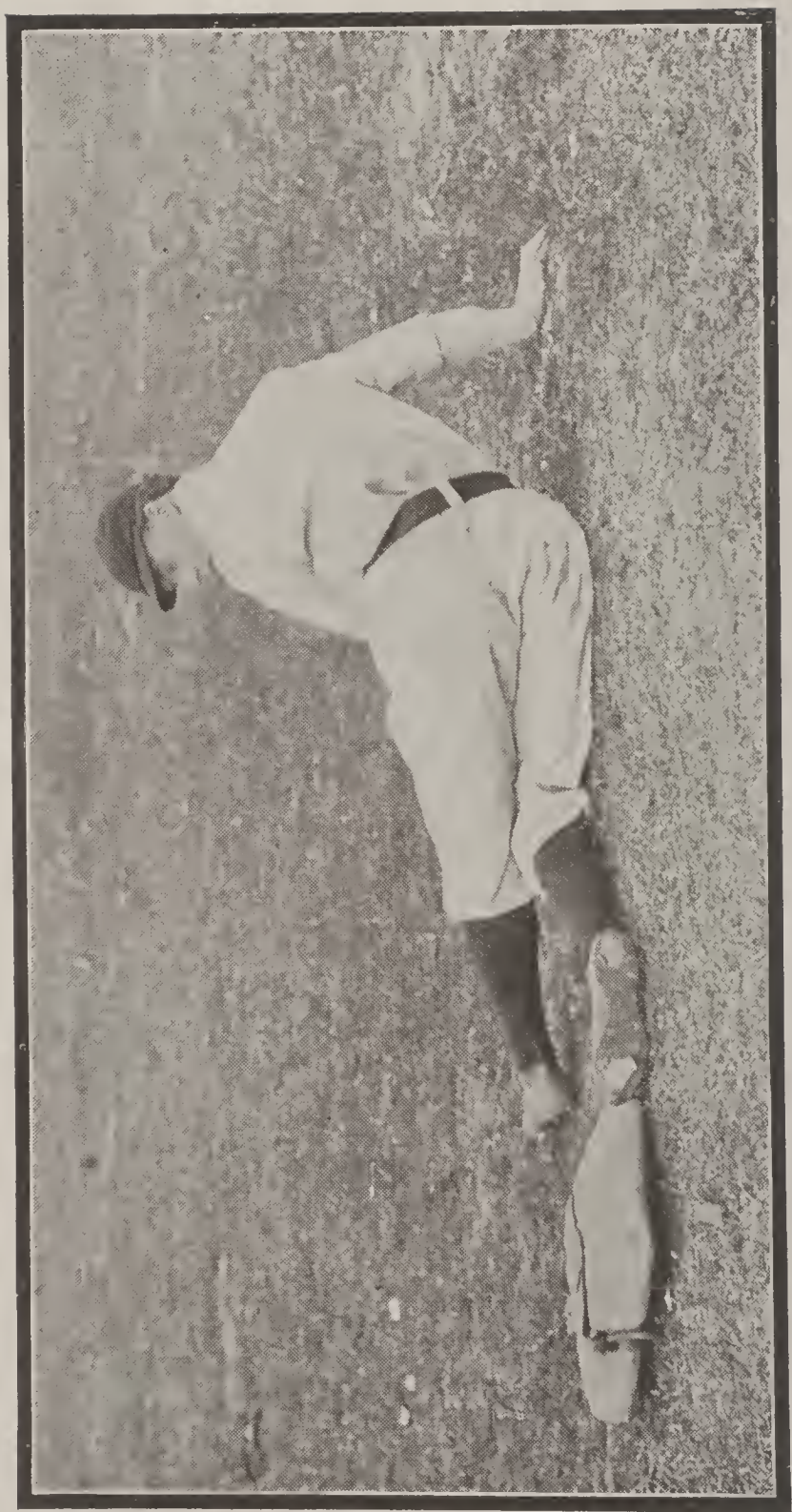
SHORT STOP.

This means an exceedingly active man, good at a sprint, quick to get in action, and just as quick to stop; a good and accurate thrower, and the more ability he has to throw a ball the better will he be able to support a very trying position.

He is also an emergency second and third baseman, and must be always ready to get to either one very quickly when he is wanted.

The short stop covers a territory in which it is very easy for an experienced batter to send the ball, and he must, perforce, keep all his wits about him. It frequently happens that he will have to field the ball on a run. He must then make a dead stop and send it to first without delay.

The position of short stop offers many opportunities for individual star plays, and the work of a good man will have no little effect upon the score card.



BROWNE OF THE NEW YORKS SLIDING FEET FIRST.

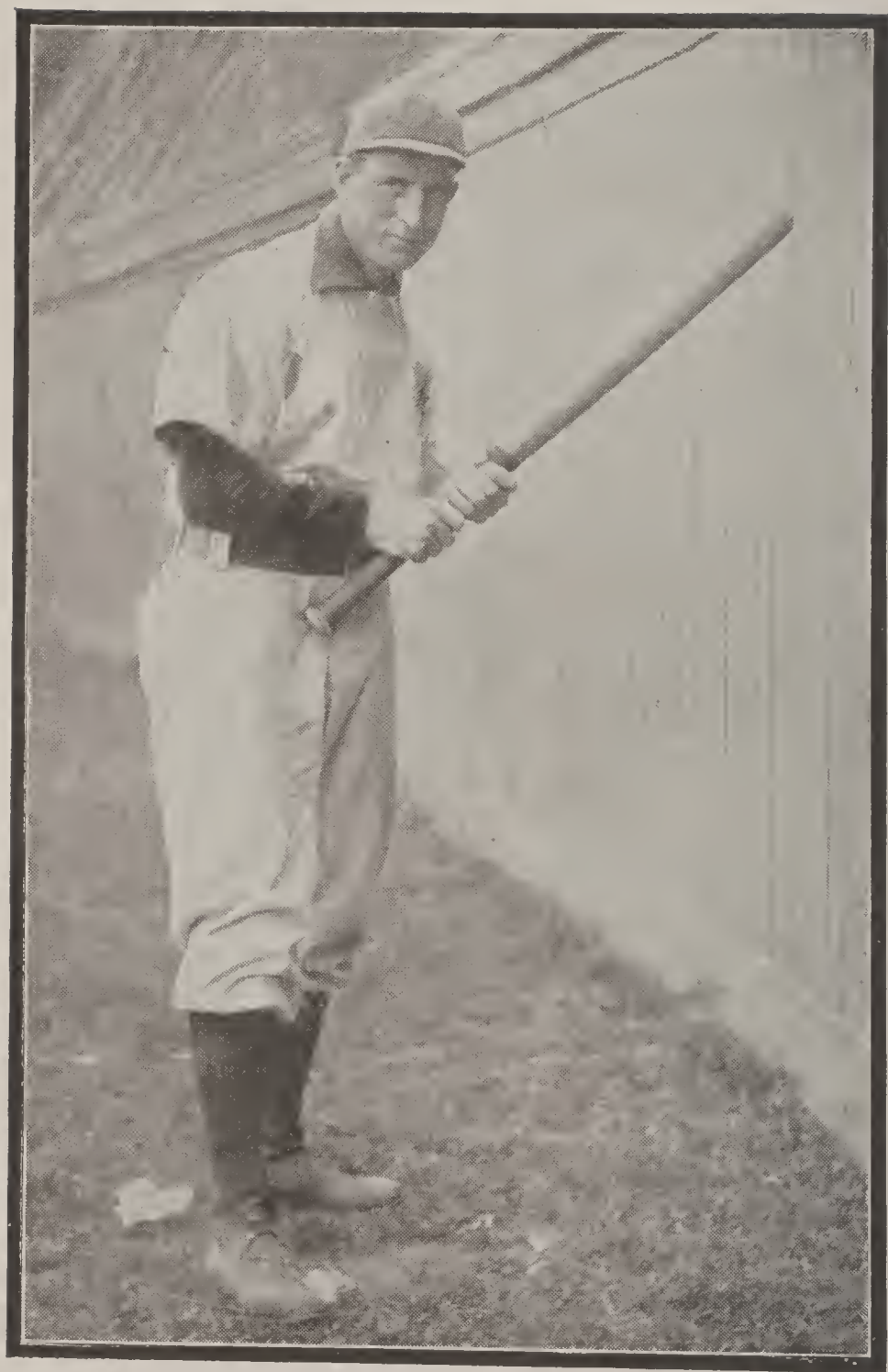
And here, again, a word of caution, which seems to be particularly appropriate. Don't throw the ball until you are sure you are going to get it to the hands of the man who is waiting to receive it, and don't be over anxious. Wild throws and fumbles are inexcusable errors, which should never be made.

Better not throw the ball at all, than throw it wild, and give the runner a chance to make another base, or perhaps score.

The duty of a short stop includes that of taking part in the play when a runner is caught between the bases, and he assists the baseman in running the player down. Don't make too many throws in play. Start off at full speed, and get the runner in action, and then make the throw to the fielder who is in front of the man. A few throws will generally do the trick, and a lot of surplus energy will be saved.

The short stop should thoroughly familiarize himself with the system of signals of the team, especially those which are used between the catcher and the first and second basemen, so that he will be informed of approaching plays, and be able to back them up promptly and effectively.

He is supposed to be an all-around man, and he is; and his business is to help the other players on the team whenever and wherever it is possible to do so.



CLARK'S POSITION FOR A SACRIFICE.

AT THE BAT.

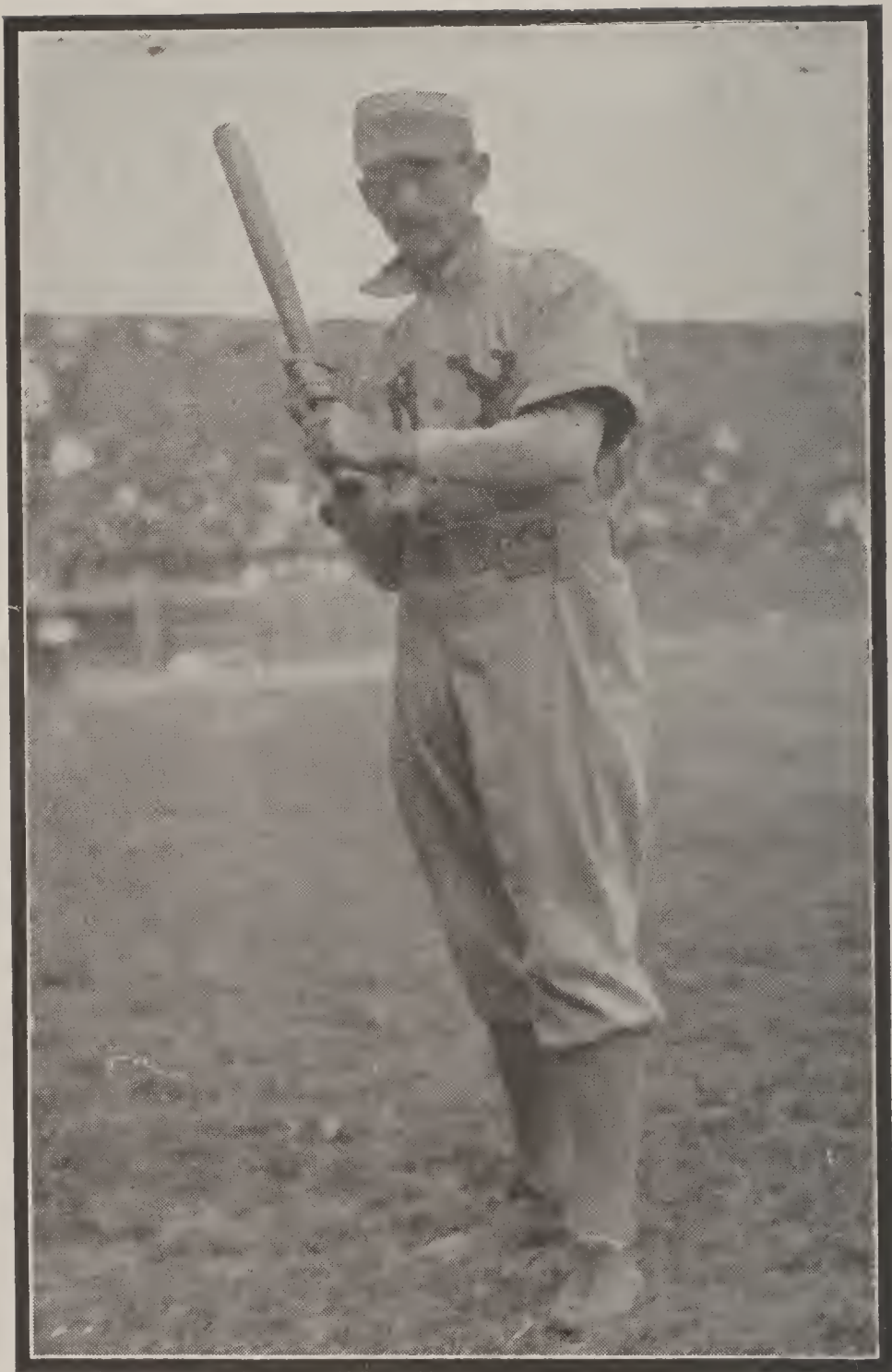
In many games the batting tells the story, and while a player may be a star in almost any position on the nine, yet he is liable to be weak when at the bat.

The way to learn how to handle the bat is to go up against a good pitcher and try and hit him. Practice is everything, but in batting there is a great deal more to be learned than would seem at first glance. The veriest tyro can take a ball and a bat and knock flies and grounders, and he can become so proficient that he will be able to send the sphere a long distance. But put him up against a good pitcher, and he will fan the air for a few minutes and then go and take a seat on the bench and give somebody else a chance.

So to all baseball players this advice is given:

Learn how to bat pitched balls, and train the eye to follow the ball and gauge it accurately.

There are very few young men who, if they hit a ball fairly, cannot send it a great distance; they have muscle enough for that, so that it isn't a ques-



LOWE READY FOR A BUNT.

tion of strength alone ; but the thing is to hit it, and the science of it all is to put it in a good safe spot, whether it is in the infield or the outfield.

And now assume that the game has begun, and you are at the bat. Don't be in a hurry ; there is plenty of time. Watch the pitcher, and when he delivers the ball shift your eyes to it.

Stand firm, with the legs not too far apart, and within easy reaching distance of the plate.

Be confident.

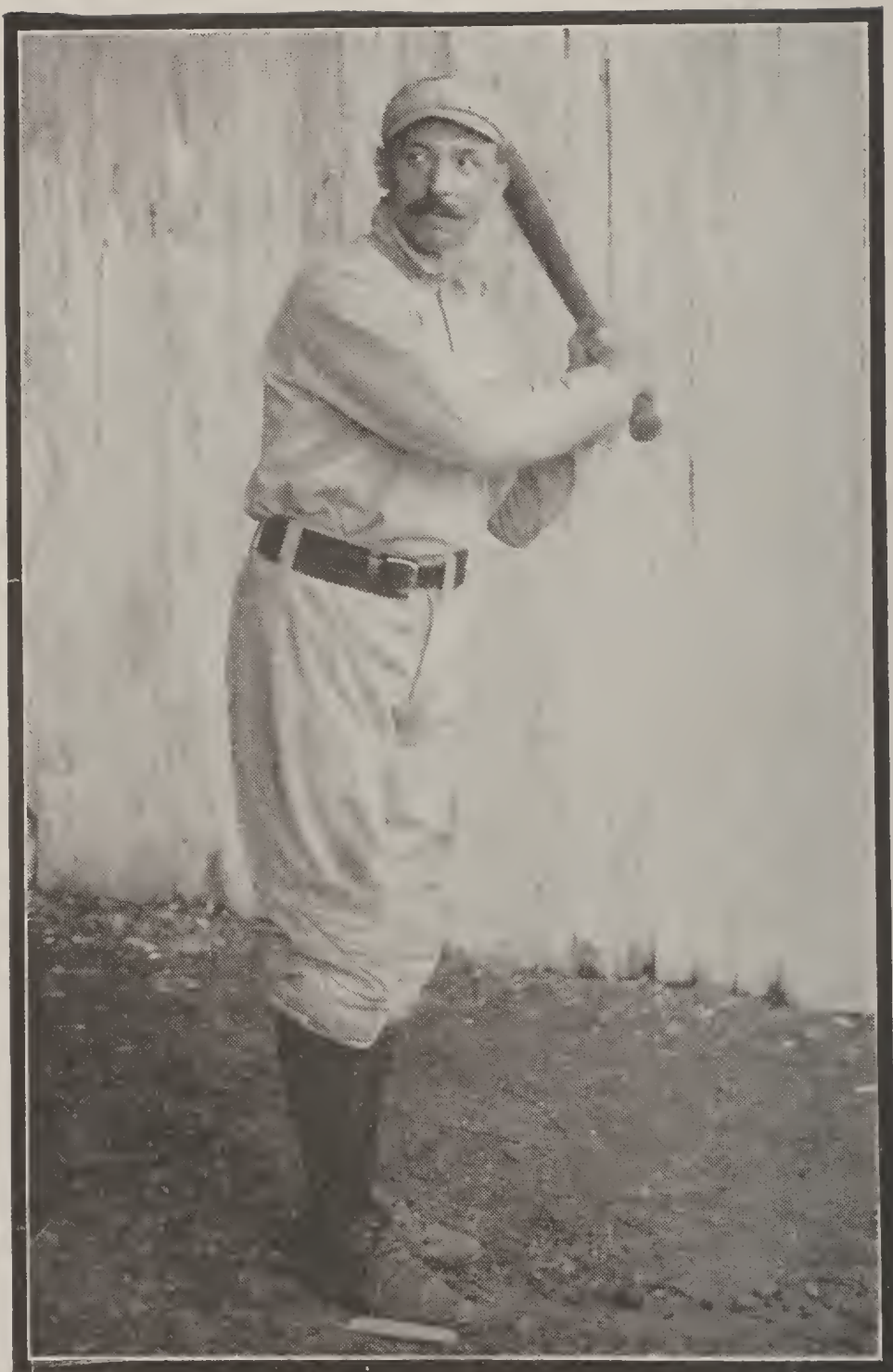
Don't let the pitcher get your nerve.

When the pitcher is about to deliver the ball be prepared to meet it, and try and make up your mind whether it is a fast ball or a slow ball.

Study his delivery, and try to discover what he is going to do next.

Rather let a ball go and have a strike, than miss it, because nothing is so discouraging as to hit at a ball and miss it. The weight should be on the forward foot, and once the ball has been started don't attempt to change your position, and don't make a wild swing or reach for it.

A trained eye and close calculation will do more for the man at the bat than the muscles of Sandow ; and be careful not to take a long step on the spur of the moment in going after what seems an easy ball. Keep all the advantage of height in order to bat a moderately high ball.



GEO. DAVIS READY FOR A PLACE HIT.

The secret of a long hit is not muscle ; it's knack. It lies in the hitting of the ball at precisely the proper moment, with a sharp, quick stroke, and adding to it the impetus given by the shoulders.

It isn't necessary to swing hard, either ; in fact, in many cases, it is a fatal error, and it robs the batter of his judgment of distance and accuracy.

Don't look for a home run. The base hit is what pulls the batting average up.

Study the field, and master the ability to send the ball into a certain territory, rather than to try and send it a great distance ; and don't forget that flies are fatal to the batter in many instances.

It is conceded that the bat should hit the ball not more than six inches from the end.

The weight of the bat doesn't make a very great difference—that is at the option of the player.

It is a hard matter to define just how the bat should be held, because many good players have their own opinion on this subject ; but you will not be very far out of the way if you keep the hands slightly apart, and in a position that the bat may be readily and easily handled.

One of the most important things to learn is scientific hitting. For this the hands should be much further apart, and the player should lean forward and wait for a low ball, which is the best for this purpose. The trouble with a high



WILLIE KEELER BUNTING; BEVILLE BEHIND THE BAT.

ball is that the batter is liable to pop up an easy fly, which can be easily caught by the infield.

The ability to place a ball in any certain territory—it should be called an art—cannot be overestimated, and too much attention cannot be given to it.

This particular chapter is one of the most important in this book, because it applies to all players, no matter what their positions on the nine may be. Every man has to bat, while only two or three have to pitch, or occupy certain positions on the field.

And, above all, be confident.

Don't be afraid of being hit with the ball. Remember you are about to engage in a contest in which you will have nine men against you, and you have every chance of winning, notwithstanding the apparently unequal odds.

For the batter, confidence is half the game; and he shouldn't fear a pitched ball; the fact of being hit by a ball shouldn't get a man's nerve. It's all in the game, and if a player is enthusiastic over the great national game he will be willing to take the few hard knocks that go with it.

If your eyes are at all bad, don't play ball, for you will never succeed. Every ball player needs two good eyes, and he must use them all the time, and more especially when he is at the bat.



MCGINNITY AT THE PITCHING MACHINE BRESNAHAN AT BAT WARNER CATCHING.

Nothing will so rattle a man as a wild pitcher, especially one who delivers a speedy ball, and many pitchers throw wild occasionally in order to make a batter nervous. But wait until the ball comes that you want. Make up your mind that you want to hit the ball if the opportunity offers, and don't hope and expect to be sent to your base on balls. Don't play a mechanic's game, but play for the love of the sport.

The player who stands in the correct position at the plate will not often be hit, because he will be able to dodge and side step readily.

When a player is at the bat, the only thing he has to consider is the ball, as it comes from the pitcher, and he shouldn't shrink back every time a fast ball comes near him. The man who cannot face a speedy ball shouldn't attempt to play the game seriously.

Brains are just as necessary in playing ball as they are in business, and a man must think, and use them.

Study the game, and bear in mind that a good man at the bat is a good man on any nine.



THE BOSTON AMERICANS CHAMPIONS OF 1903.

IN THE OUTFIELD.

The player who is a good outfielder is a valuable and important addition to any team. His motto should be, "Don't wait, but get there."

There are two essential qualifications, and they must be well developed—a strong arm and the ability to sprint.

Of course, it is understood that a fielder must possess other good points, but these come first, and without them he might as well try some other position, for he will never make a success in the field.

Practice and good judgment will tell the story, for a man never knows what he can do until he tries.

It isn't everyone who can get under a fly and hold it, or who can field a bounding grounder and throw it accurately and swiftly to the proper base.

The fielder must think quick and act quick. He must take the sun and the wind into consideration, as well as the nature of the ground upon which he is working. A slight inequality will often divert the course of a grounder that would

otherwise come his way, and he must allow for that.

He should know, the instant the ball is hit by the batter, just about where it will go, and he should not confine himself to too small a territory.

Fielding alone will not win a game, but if successfully done its influence will be shown on the score of the opposing team.

Don't hold the ball, but throw it at once to the proper place, and be accurate about it, too, for a wild throw from the outfield is usually disastrous, and gives the runner a chance to advance.

It is a good rule for the center fielder, as well as the left fielder, to throw to second base, if there is a man on first, and to throw to third if there is a man on second.

With the right fielder it is different, but it is too long a throw to third from where he would probably field the ball, and with a man on first his play would be to send the ball to second; and with no men on bases, to throw it to first.

Another point for fielders is that the fielders should not interfere with each other. Go for the ball if you have any kind of a chance to get it, and if you are reasonably sure you can handle it, announce the fact as you are running. If not, it is just as well to call to any of the other fielders who may be going for it, "You take it!"

This not only prevents confusion, but prevents the possibility of the ball dropping uncaught between two players, which has been known to occur.

A good fielder will know as soon as a ball is hit just about where it will go, especially if it is a long fly ; and if he is a good man, and he judges the fly will go over him, he will not keep backing and stumbling, but he will instantly gauge it, and, turning his back on it, will run to the place where he expects it will land. Here is where speed comes in, for the sooner he reaches the desired point the more time he will have to get directly under it in its drop.

But such work as this can come only from long practice. It is worth the while in the end, and it will more than repay the ambitious ball player. Of course, it is easier to run in for a ball than out for it, but batters do not hit a ball to be caught, and the conscientious fielder will find that there is plenty of work cut out for him.

In fielding a grounder, don't wait until it comes to you, but go after it, and get it, if possible, on a short bound.

Always back up the play of another fielder. No man is infallible, and he is liable to miss a ball ; but with two men the chances of missing are minimized, and besides, it will serve to make the runners stick to their bases a little closer.

Another thing: a man who is backed up will have more confidence in his work.

Good support is invaluable in every part of the game of baseball.

Help each other, and remember, again, that good team work will tell in the long run.



CONCERNING BASE RUNNING

Every man who has a pair of legs, and who knows how to use them, is not a good base runner. Base running has come to be an art, and it is only second in importance to batting. Assuming that a man can bat out a good safe ball, but allows himself to be caught at first, second, or third, he isn't as good on the team as the one who by dint of hard work manages to land a base hit and then, either by trickery or speed, or cleverness, or all combined, manages to score.

Excellence in base running has come to be recognized, and the true lover of the game will always be at work trying to deceive the fielders as well as the battery. But one thing is certain, and that is that it calls for a combination of all the qualities that go toward making a successful ball player. The man who is a sprinter, and who is daring, and has courage, a cool head, and clear judgment, will need it all when he is running bases. Of course, on a long safe hit, any heavy-footed pedestrian can amble from first to second,

or from second to third, and eventually make his way home and score; but that isn't baseball, any more than owning a couple of bats makes a man a crack batter.

To be able to get away quickly is of very great value, as seconds count in running bases. There are 90 feet from base to base, and there is plenty of time to put a man out.

A runner is supposed to depend a lot on the advice of the coach, but he must also use his own brains.

The man he has to deceive is the catcher, who is watching him all the time, and he has got to beat the ball nine times out of ten. Here is where the speed comes in.

The best advice a coach can give is often wasted on a runner who is not quick enough to act on it.

Get away—when you do get away—in a hurry, and keep going.

A coach is supposed to be a good, alert man, but he is not perfect, any more than any other man is, and it often happens that a base runner will lose his chance while waiting for the cue to get off.

He who hesitates is lost applies especially to a man running the bases; and here is where good judgment comes in.

The runner should not announce his intentions by his actions, but he should always try to get the catcher off his guard.

The man who invariably keeps well off from his base, and who is kept running and sliding back to it by the alertness of the pitcher, will eventually be worn out by his exertions, and when the time does come to run will have lost his ability to sprint.

Don't go through any unnecessary gymnastics, but make every move count. A runner who is not well up in the game will often make three or four false starts in the hope of inducing the catcher to throw to second, but a wary man behind the bat is never deceived by any such antics.

The pitcher is bound to keep his eye on a runner who is on first base, even though his surveillance is not apparent, and he can hold a man fairly close to the bag. But that will not prevent a good runner from stealing to second, which he ought to do as soon as the opportunity presents itself, and leave first open for the man at the bat.

But the base runner must assume that the pitcher and catcher are both working against him as well as the first and second basemen. It is a case of four to one, and to win out he must not only use his feet, but his brains, wits, and good judgment as well.

A man should train for base running just as he should train for anything else, and he should devote a great deal of his time to quick starts and 100-yard sprints at top speed. Very often, while on first, there will be a two-bagger knocked out from the plate, and that means he will have to go over 180 feet at his best pace. Then, in the event of a wild throw, he has ninety feet more to cover to score. If he isn't in good condition, those ninety feet will seem very long, and in the end he may find the catcher waiting for him with the ball.

Volume No. 2 of Fox's Athletic Library contains a series of illustrated breathing exercises, which every player will find of great benefit, and he can do no better than practice them to get and keep his wind in good condition.

In training for baseball, the young athlete is advised not to do any very heavy work that will tend to make him muscle-bound, if he wants to develop speed. The man who can lift 300 pounds can't throw a ball with the same vim and snap as a man whose muscles have been cultivated for speed. It is the same with boxers. Compare the lightning-like Jim Corbett with muscle-bound Tom Sharkey, and the difference will readily be noted.

SLIDING TO BASE.

Comparatively few players are able to master base sliding, for obvious reasons. There are two ways of doing it—head first, and feet first. The latter is the more successful, as a rule. In the first place, the spiked shoes that he wears are liable to injure the legs of the man on the base, and the latter well knows it, and he will be a little more careful than if the runner came on head first.

There is no question but that the sliding runner will often save his base, especially if he is able to throw his body one side, in order to escape the baseman.

But a runner should not adopt and adhere to any particular style. He must vary it according to the exigencies of the case. He must study out the possibilities. When he starts he should have but one object in view, and that is to gain the base he is heading for.

Don't watch the ball, and pay no attention to anything but the base. Don't turn your head to look either sideways or behind, as it is bound to result in loss of speed; and he shouldn't slide unless his pants are properly padded.

One point suggests itself here in regard to base stealing, and it is this: There are times when it would be folly to try to steal a base, and those are the times when runs are needed to tie a score or win a game. There are times to take chances, and there are times to play cautious, as the player's own discernment and experience will suggest; and team work is to be considered before everything else.

Work for the good of the team at all times.

The ideal base runner is the man who is always on the alert to take instant advantage of the errors of his opponents. When the team is batting good and strong, the runner will not have to take so many chances as when his side at the bat is hitting them weak; and here again comes the question of good judgment.

Never forget that a good start is everything.

Stealing bases is bound to have its effect on the average pitcher, and make him more or less nervous, and it doesn't inspire the fielders with confidence, either.

But it is a difficult—in fact, an impossible—matter to lay out plays in a book. At the best, it is bound to be nothing more than a series of hints or suggestions on the great game, and the man who really wants to learn to play the game right must use his head, and study out many of the problems of the diamond for himself.

ON BUNTING.

Although this chapter should come under the head of batting, yet it is strong enough and important enough to have a place of its own. It has to-day become a distinct feature, and the man who knows the science of bunting is a valuable acquisition on any team, no matter what his other qualifications may be.

The man who bunts the ball can usually place it in any territory he desires, for the simple reason that he is better able to gauge an easy hit than if he were going to slug.

And it is important that the bunter should know just when to bunt and where to put the ball, in order that it may do the most good.



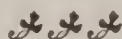
**HARRY C. PULLIAM,
PRESIDENT OF THE NATIONAL LEAGUE.**



Official Rules

FOR

Professional Baseball



*Adopted by the Joint Playing Rules
Committee of the National and the
American Leagues at New York,
March 2, 1904.*



SCHEDULE FOR NATIONAL AND AMERICAN LEAGUES FOR 1904.

NATIONAL LEAGUE

New York, at home, vs.

Brooklyn.	Boston.
Apr 25-26	Apr 28-29-30
May 26-27-28	June 29
June 17-18-20	July 1-2
July 26-27	Sept 3-5-5-6 15
Sept 16	

Philadelphia.	Pittsburg.
Apr 21-22-23	June 6-7-8-9
June 25-27-28	Aug 16-16-17-18
July 4-4-30	Sept 23-24-26
Aug 1	
Sept 10	

Chicago.	Cincinnati.
June 10-11-13	June 1-2-3-4
Aug 2-3-4-5	Aug 11-12-13-15
Sept 27-28-29	Sept 20-21-22
30	

St. Louis.
June 14-15-16 Aug 6-8-9-10
Oct 1-3-4-5

Brooklyn, at home, vs.

Boston.	New York
Apr 18-19-20	Apr 14-15-16-27
May 30-30-31	May 25
June 25-27-28	July 28-29
July 30	Sept 17-19
Aug 1	Oct 6-8

Philadelphia.	Pittsburg.
Apr 28-29-30	June 1-2-3-4
June 21-22-23	Aug 2-3-4-5
24	Sept 20-21-22
Sept 12-13-14	
15	

Chicago.	Cincinnati,
June 6-7-8-9	June 14-15-16
Aug 6-8-9-10	Aug 16-16-17-18
Sept 23-24-26	Oct 1-3-4-5

St. Louis.
June 10-11-13 Aug 11-12-13-15
Sept 27-28 29-30

AMERICAN LEAGUE

New York, at home, vs.

Philadelphia.	Boston.
Apr 18-19-20-22	Apr 14-15-16
May 27-28-30 30	July 7-8-9-11
Sept 5-5-6	Oct 7-8-10-10

Washington.	Cleveland,
May 2-3-4-5	May 11-12-13-14
June 30	July 12-13-14
July 1-2	15
Sept 17-19 20-21	Aug 29-30-31

Detroit.	Chicago.
May 16-17-18	May 20-21-23
19	July 21-22-23
July 16-18-19	25
20	Aug 19-20-22
Sept 1-2-3	23

St. Louis.
May 24-25-26 July 26-28-29-30
Aug 24-25-26-27

Boston, at home, vs.

New York.	Philadelphia
May 6-7-9-10	May 2-3-4-5
June 25-27-28	June 30
29	July 1 2
Sept 14-15-16	Sept 17-19-20
	21

Washington.	Cleveland.
Apr 18-19-19-20	May 16-17-18
May 27-28-30-30	19
Sept 5-5-6	July 16-18-19-20
	Sept 1-3-3

Detroit.	Chicago.
May 11-12-13-14	May 24-25-26
July 12-13-14-15	July 26-27-29
Aug 29-30-31	30
	Aug 24-25-26-27

St. Louis,
May 20-21-23 July 21-22-23-25
Aug 19-20-22-23

SCHEDULE FOR NATIONAL AND AMERICAN LEAGUES FOR 1904.

NATIONAL LEAGUE

Boston, at home, vs.

Brooklyn. Apr 21-22-23 July 4-4-5-6 Sept 7-8 9-10	New York. May 2-3-4 5 June 21-22-23 24 Sept 12-13-14
--	--

Philadelphia. Apr 25-26-27 June 17-17-18 20 July 26-27-28 29	Pittsburg. June 10-11-13 Aug 11-12-13-15 Sept 27-28-29 30
---	---

Chicago. June 14-15-16 Aug 16-16-17 18 Oct 1-3-4-5	Cincinnati. June 6-7-8-9 Aug 6-8-9-10 Sept 23-24-26
--	--

St. Louis. June 1-2-3-4 Sept 20-21-22	Aug 2-3-4-5
---	-------------

Philadelphia, at home, vs.

Brooklyn May 2 3-4-5 June 29-30 July 1-2 Sept 3-5 5	New York Apr 18-19-20 May 30-30-31 July 5-6 Sept 7-8-9
---	--

Boston. Apr 14-15-16 May 27-28 Sept 16-17-19 Oct 6-7-8	Pittsburg. June 14 15-16 Aug 6-8-9 10 Oct 1-3-4-5
--	--

Chicago. June 1-2-3 4 Aug 11-12-13 15 Sept 20-21-22	Cincinnati. June 10-11-13 Aug 2-3-4-5 Sept 27-28-29-30
---	---

St. Louis. June 6-7-8-9 Sept 23-24 26	Aug 16 16-17 18
---	-----------------

AMERICAN LEAGUE

Philadelphia, at home, vs.

New York, Apr 27-28-29-30 July 4-4-5-6 Sept 7-8-9	Boston. Apr 22-23-25 26 June 21-22-23 24 Sept 10-12-13
--	---

Washington. May 6-7-9-10 July 7-8-9-10 Sept 14-15-16	Cleveland. May 20-21-23 July 21-22 23 25 Aug 19-20-22-23
---	--

Detroit. May 24-25 26 July 26-27-29 30 Aug 24-25 26-27	Chicago. May 11-12-13 14 July 12-13-14 15 Sept 1-2-3
--	---

St. Louis. May 16-17-18-19 Aug 29-30-31	July 16-18-19-20
---	------------------

Washington, at home, vs.

New York. Apr 22-23-25 26 June 21-22-23 24 Sept 10-12-13	Boston. Apr 27-28-29 30 July 4 4 5-6 Sept 7-8-9
---	---

Philadelphia Apr 14-15-16 June 25-27-28 29 Oct 7-8-10-10	Cleveland. May 24-25-26 July 26-27-29 30 Aug 24-25-26-27
--	--

Detroit. May 20 21-23 July 21-22-23 25 Aug 19-20-22 23	Chicago. May 16-17-18-19 July 16-18-19 20 Sept 1-2-3
---	--

St. Louis, May 11-12-13-14 Aug 29-30-31	July 12-13-14-15
---	------------------

SCHEDULE FOR NATIONAL AND AMERICAN LEAGUES FOR 1904.

NATIONAL LEAGUE Cincinnati, at home, vs.

Brooklyn.	New York.
May 7-8-9-10	May 11-12-14-15
July 16-17-19	July 12-13-14
20	15
Aug 24-25-26	Aug 30-31
	Sept 1

Philadelphia.	Boston.
May 20-21-22	May 16-17-18-19
23	July 21-22-23
July 8-9-10-11	24
Aug 20-21-22	Aug 27-28-29

Chicago.	Pittsburg.
Apr 14-15-16-17	Apr 18-19-20
May 30-30	24
June 18-19-20	July 3-31
21-22	Sept 4-7-8-13-14

St. Louis.
May 2-3-4-5-29
June 25 26-27-28
Sept 10-11

St. Louis, at home, vs.

Brooklyn	New York
May 20-21-22-23	May 7-8-9-10
July 12-13-14-15	July 8-9 10-11
Aug 20-21-22	Aug 27-28-29

Boston.	Pittsburg.
May 11-12-14	Apr 15-16-17
15	June 19-20-21
July 16-17-19	22
20	Sept 15-16-17-18
Aug 24-25-26	

Philadelphia.	Cincinnati.
May 16-17-18-19	Apr 28-29-30
July 21-22-23	May 1
24	July 4-4-5-6
Aug 30-31	Oct 7-8-9
Sept 1	

Chicago,
Apr 18-19-20
July 1-2
June 29-30
Sept 5-5-6-7

AMERICAN LEAGUE Chicago, at home, vs.

New York.	Boston.
June 10-11-12-13	June 15-16-18
Aug 10-11-12-13	19
Sept 30	Aug 14-15-16-17
Oct 1-2	Oct 3-4-5

Washington.	Philadelphia
June 1-2-3-4	June 5-6-7-8
Aug 1-2-3-4	Aug 5-6-7-8
Sept 27-28-29	Sept 24-25-26

Detroit.	Cleveland.
Apr 18-19-20	Apr 14-16-17-24
June 26	May 29
July 3-4-4	June 21-22-23
Sept 18-19-20-21	Sept 11-12-13

St. Louis.
May 6-7-8-9
June 29-30
July 2
Oct 7-8-9

St. Louis, at home, vs.

New York.	Boston.
June 15-16-18-19	June 10-11-12-13
Aug 14-15-16-17	Aug 10-11-12-13
Oct 3-4-5	Sept 30
	Oct 1-2

Philadelphia	Cleveland.
June 1-2-3-4	Apr 18-19-20-21
Aug 1-2-3-4	June 25-26-27
Sept 27-28-29	July 3
	Sept 18-20-21

Washington.	Chicago.
June 5-6-7-8	May 1-2-3-4
Aug 5-6-7-8	June 7-8-9-10
Sept 24-25-26	Sept 15-16-17

Detroit.
Apr 14-16-17-24
June 21-22-23
May 29
Sept 11-12-13

SCHEDULE FOR NATIONAL AND AMERICAN LEAGUES FOR 1904.

NATIONAL LEAGUE

Pittsburg, at home, vs.

Brooklyn.	New York.
May 11-12-13-14	May 16-17-18-19
July 21-22-23	July 16-18-19
25	20
Aug 27-29	Aug 20-22-23
Sept 2	

Philadelphia.	Boston.
May 6-7-9-10	May 20-21-23-24
July 12-13-14	July 8-9-11-11
15	Aug 30-31
Aug 24-25-26	Sept 1

Chicago.	Cincinnati.
Apr 28-29-30	Apr 21-22-23
June 25	May 26-27-28
July 4-4-5	July 1 2
Sept 9-10	Sept 3-5-5
Oct 7-8	

St. Louis.	
Apr 25-26 27	May 30-30
June 17-18	July 27-28-29-30

Chicago, at home, vs.

Brooklyn	New York
May 16-17-18-19	May 20-21-22-23
July 8-9-10-11	July 21-22-23-24
Aug 30 31	Aug 24-25-26
Sept 1	

Boston.	Pittsburg.
May 7-8-9-10	May 1-2-3-4-29
July 12-13-14	June 26-27-28
15	Sept 11-12
Aug 20-21-22	Oct 9

Philadelphia.	Cincinnati.
May 11-12-14-15	Apr 25-26-27
July 16-17-19	July 27-28-29
20	30
Aug 27-28-29	Sept 15-16-17-18

St. Louis.	
Apr 21-22-23-24	May 26-27-28
July 3-31	Sept 3-4

AMERICAN LEAGUE

Cleveland, at home, vs.

New York.	Boston.
June 6-7-8-9	June 1-2-3-4
Aug 5-6-8-9	Aug 1-2-3-4
Sept 23-24-26	Sept 27-28-29

Washington.	Philadelphia
June 15-16-17 18	June 10-11-13
Aug 15-16-17-18	14
Sept 30	Aug 10-11-12-13
Oct 1-2	Oct 3-4-5

Detroit.	Chicago.
May 6-7-9-10	Apr 22-23-25
July 7-8-9-11	26
Sept 15-16-17	May 28-30-30
	31
	Sept 8 9 10

St. Louis.	
Apr 27-28-29 30	July 4-4-5-6
Sept 5-5 6	

Detroit, at home, vs.

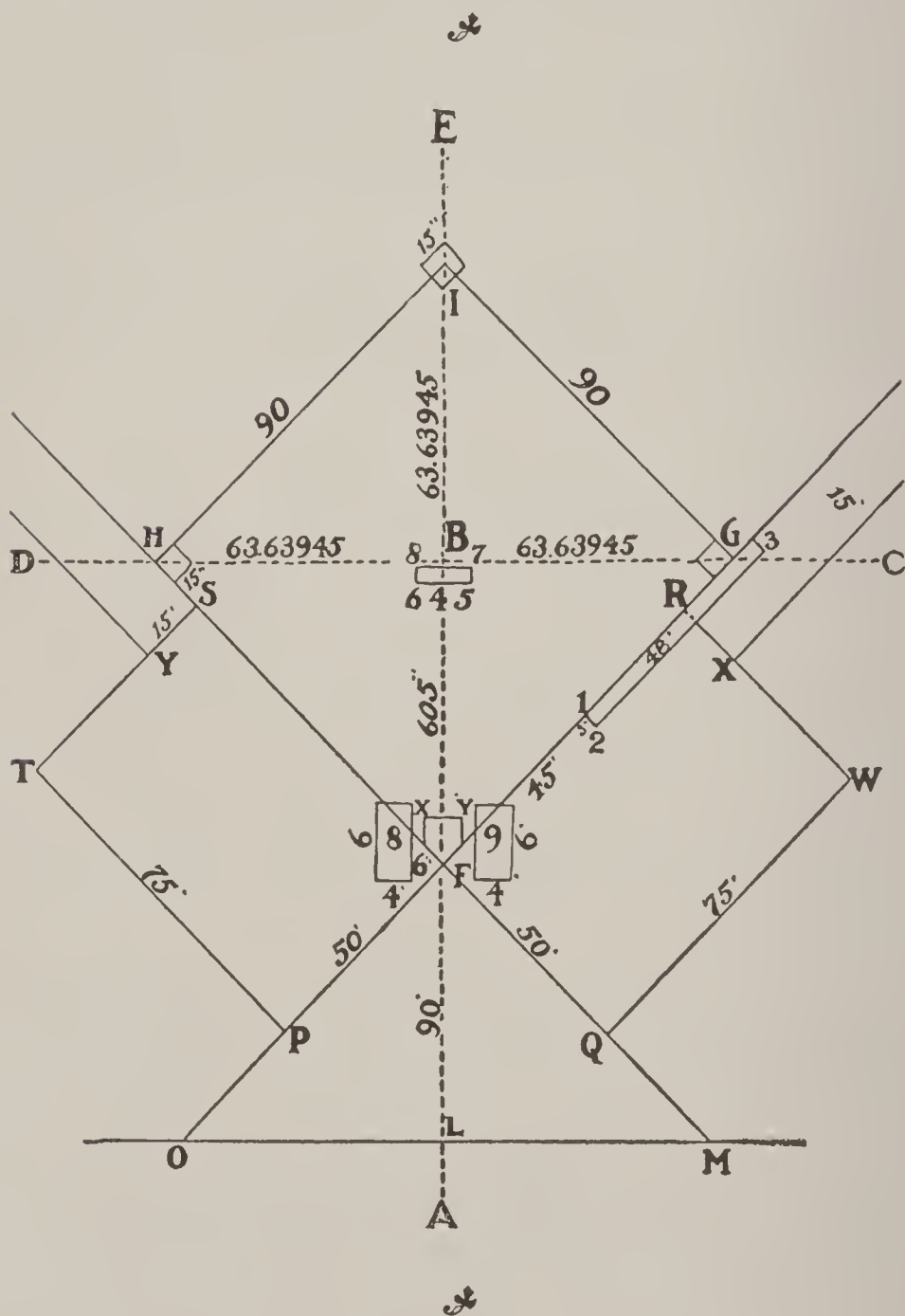
New York.	Boston.
June 1-2-3-4	June 6-7-8-9
Aug 1-2-3 4	Aug 5-6-8-9
Sept 27-28-29	Sept 23-24-26

Philadelphia	Cleveland.
June 15-16-17	May 2-3-4-5
18 19	June 29-30
Aug 15-16-17	July 1-2
Sept 30	Oct 7-8-9
Oct 1-2	

Washington.	Chicago.
June 10-11-13-14	Apr 27-28-29-30
Aug 10-11-12	June 24-25-27
13	28
Oct 3-4 5	Sept 5-5-6

St. Louis.	
Apr 22-23-25-26	May 28-30-31
Sept 8-9-10	

OFFICIAL DIAGRAM OF A BASEBALL FIELD.



For further information see Rules from
No. 2 to No. 12.

RULES.

Rule 1.

The Ball Ground.

The ball ground must be enclosed and sufficient in size to permit the players of the team not at bat to be stationed at the positions respectively assigned to them by their captain. To obviate the necessity for ground rules, the shortest distance from a fence or stand on fair territory to the home base should be 235 feet and from home base to the grandstand, 90 feet.

Rule 2.

To Lay Off the Field.

To lay off the lines defining the location of the several bases, the catcher's and the pitcher's position and establishing the boundaries required in playing the game of base ball, proceed as follows:

Diamond or Infield.

From a point, A, within the grounds, project a straight line out into the field, and at a point, B, 154 feet from point A, lay off lines B C and B D at right angles to the line A B; then, with B as a center and 63.63945 feet as a radius, describe arcs cutting the lines B A at F and B C at G, B D at H and B E at I. Draw lines F G, G E, E H, and H F, which said lines shall be the containing lines of the Diamond or Infield.

Rule 3.

The Catcher's Lines.

With F as a center and 10 feet radius, describe an arc cutting line F A at L, and draw lines L M and L O at right angles to F A, and continue same out from F A not less than 10 feet.

Rule 4.

The Foul Lines.

From the intersection point, F, continue the straight lines F G and F H until they intersect the lines L M and L O, and then from the points G and H in the opposite direction until they reach the boundary lines of the ground.

Rule 5. The Players' Lines.

With F as center and 50 foot radius, describe arcs cutting lines F O and F M at P and Q; then, with F as center again and 75 feet radius, describe arcs cutting F G and F H at R and S; then, from the points P, Q, R and S draw lines at right angles to the lines F O, F M, F G and F H, and continue the same until they intersect at the points T and W.

Rule 6. The Coacher's Lines.

With R and S as centers and 15 feet radius, describe arcs cutting the lines R W and S T at X and Y, and from the points X and Y draw lines parallel with the lines F H and F G, and continue same out to the boundary lines of the ground.

Rule 7. The Three-foot Line.

With F as a center and 45 feet radius, describe an arc cutting the line F G at 1, and from 1 to the distance of three feet draw a line at right angles to F G, and marked point 2; then from point 2, draw a line parallel with the line F G to a point three feet beyond the point G, marked 3; then from the point 3 draw a line at right angles to line 2, 3, back to and intersecting with F G, and from thence back along the line G F to point 1.

Rule 8. The Batsman's Lines.

On either side of the line A F B describe two parallelograms six feet long and four feet wide (marked 8 and 9), their longest side being parallel with the line A F B, their distance apart being six inches added to each end of the length of the diagonal of the square within the angle F, and the center of their length being on said diagonal.

Rule 9. The Pitcher's Plate.

SECTION 1. With point F as center and 60.5 feet as radius, describe an arc cutting the line F B at line 4, and draw a line 5, 6, passing through point 4 and extending 12 inches on either side of line F B; then with line 5, 6, as a side, describe a parallelogram 24 inches by 6 inches, in which shall be located the pitcher's plate.

SEC. 2. The pitcher's plate shall not be more than 15 inches higher than the base lines or the home plate,

which shall be level with the surface of the field, and the slope from the pitcher's plate to every base line and the home plate shall be gradual.

Rule 10. The Bases.

SECTION 1. Within the angle F, describe a five-sided figure, two of the sides of which shall coincide with the lines F G and F H to the extent of 12 inches each, thence parallel with the line F B $8\frac{1}{2}$ inches to the points X and Y, a straight line between which, 17 inches, will form the front of the home base or plate.

SEC. 2. Within the angles at G, I and H describe squares, whose sides are 15 inches in length, two of such sides of which squares shall lie along the lines F G and G I, G I and I H, I H and H F, which squares shall be the location of the first, second and third bases respectively.

Rule 11.

The Home Base at F and the Pitcher's Plate at 4 must each be of whitened rubber, and so fixed in the ground as to be even with its surface.

Rule 12.

The First Base at G, the Second Base at E, and the Third Base at H must each be a white canvas bag filled with soft material and securely fastened in place at the point specified for it in Rule 9.

Rule 13.

The lines described in Rules 3, 4, 5, 6, 7, and 8 must be marked with lime, chalk or other white material, easily distinguishable from the ground or grass.

Rule 14 The Ball.

SECTION 1. The ball must weigh not less than five nor more than five and one-quarter ounces avoirdupois, and measure not less than nine nor more than nine and one-quarter inches in circumference. The Victor Official League Ball, the Spalding National League Ball, or the Reach American League Ball must be used in all games played under these rules.

SEC. 2. Two regulation balls of the make adopted by the league of which the contesting clubs are members, shall be delivered by the home club to the umpire at or before the hour for the commencement of a champion-

ship game. If the ball first placed in play be batted or thrown out of the grounds or into one of the stands for spectators or in the judgment of the umpire, become unfit for play from any cause, the umpire shall at once deliver the alternate ball to the pitcher and another legal ball shall be supplied to him, so that he shall at all times have in his control one or more alternate balls to substitute for the ball in play in any of the contingencies above set forth. Provided, however, that all balls batted or thrown out of the ground or into a stand, shall when returned to the field be given into the custody of the umpire immediately and become alternate balls and so long as he has in his possession two or more alternate balls, he shall not call for a new ball to replace a ball that has gone out of play. The alternate balls shall become the ball in play in the order in which they were delivered to the umpire.

SEC. 3. Immediately upon the delivery to him of the alternate ball by the umpire, the pitcher shall take his position and on the call of "Play," by the umpire, it shall become the ball in play. Provided, however, that play shall not be resumed with the alternate ball when a fair batted ball or a ball thrown by a fielder goes out of the ground or into a stand for spectators until the base-runners have completed the circuit of the bases unless compelled to stop at second or third base, in compliance with a ground rule.

Discolored or Damaged Balls.

SEC. 4. The ball in play shall not be intentionally discolored by rubbing it with the soil or otherwise damaged. In the event of a new ball being intentionally discolored, or damaged by a player, the umpire shall upon appeal by the captain of the opposite side, forthwith demand the return of that ball and substitute for it another legal ball, as hereinbefore described, and impose a fine of \$5.00 on the offending player.

Home Club to provide Balls.

SEC. 5. In every game the balls played with shall be furnished by the home club, and the last in play shall become the property of the winning club. Each ball shall be enclosed in a paper box, sealed with the seal of the Secretary of the League and bearing his certificate that he has examined, measured and weighed it and that

it is of the required standard in all respects. The seal shall not be broken by the umpire except in the presence of the captains of the contesting teams after "Play" has been called.

Reserve Balls on Field.

SEC. 6. The home club shall have at least a dozen regulation balls on the field during each championship game, ready for use on the call of the umpire.

Unfit Ball for Play.

SEC. 7. Should the ball become ripped or in any way damaged so as to be, in the opinion of the umpire, unfit for use, he shall, upon appeal by either captain, at once call for a new ball and put the alternate ball into play.

Rule 15. The Bat.

The bat must be round, not over two and three-fourths inches in diameter at the thickest part, nor more than 42 inches in length and entirely of hardwood, except that for a distance of 18 inches from the end, twine may be wound around or a granulated substance applied to the handle.

Rule 16. Number of Players in a Game.

The players of each club actively engaged in a game at one time shall be nine in number, one of whom shall act as captain; and in no case shall more or less than nine men be allowed to play on a side in a game.

Rule 17. Positions of the Players.

The players may be stationed at any point of the field their captain may elect, regardless of their respective positions, except that the pitcher, while in the act of delivering the ball to the bat, must take his position as defined in Rules 9 and 30; and the catcher must be within the lines of his position as defined in Rule 3 and within 10 feet of home base, whenever the pitcher delivers the ball to the bat.

Rule 18. Must Not Mingle With Spectators.

Players in uniform shall not be permitted to occupy seats in the stands, or to mingle with the spectators.

Rule 19. Uniforms of Players.

Every club shall adopt two uniforms for its players, one to be worn in games at home and the other in games abroad, and the suits of each of the uniforms of a team

shall conform in color and style. No player who shall attach anything to the sole or heel of his shoe other than the ordinary base ball shoe plate, or who shall appear in a uniform not conforming to the suits of the other members of his team, shall be permitted to take part in a game.

Rule 20. Size and Weight of Gloves.

The catcher or first baseman may wear a glove or mitt of any size, shape or weight. Every other player is restricted to the use of a glove or mitt weighing not over 10 ounces and measuring not over 14 inches around the palm.

Rule 21. Players' Benches.

SECTION 1. Players' benches must be furnished by the home club and placed upon a portion of the ground not less than twenty-five (25) feet outside of the players' lines. One such bench shall be for the exclusive use of the visiting team and the other for the exclusive use of the home team. Each bench must be covered with a roof and closed at the back and each end; a space, however, not more than six (6) inches wide may be left under the roof for ventilation. All players and substitutes of the side at bat must be seated on their team's bench, except the batsman, base-runners and such as are legally assigned to coach base-runners. Under no circumstances shall the umpire permit any person except the players and substitutes in uniform and the manager of the team entitled to its exclusive use to be seated on a bench.

Penalty for Violation.

SEC. 2. To enforce this rule the captain of the other side may call the attention of the umpire to its violation by his opponents, whereupon the umpire shall immediately order such player or players as have disregarded it to be seated. If the order be not obeyed within one minute the offending player or players shall be fined \$5.00 each by the umpire. If the order be not then obeyed within one minute, the offending player or players shall be debarred from further participation in the game, and shall be obliged to forthwith leave the playing field.

Rule 22. A Regulation Game.

Every championship game must be commenced not later than two hours before sunset and shall continue until each team has had nine innings, provided, however, that the game shall terminate:

(1) If the side at bat scores less runs in nine innings than the other side has scored in eight innings.

(2) If the side last at bat in the ninth inning scored the winning run before the third man is out.

Rule 23. Extra-Inning Games.

If the score be a tie at the end of the nine (9) innings for each team, play shall be continued until one side has scored more runs than the other in an equal number of innings, provided, that if the side last at bat score the winning run before the third man is out in any inning after the ninth, the game shall terminate.

Rule 24. Drawn Games.

A drawn game shall be declared by the umpire if the score is equal on the last even inning played, when he terminates play on account of darkness, rain, fire, panic, or for other cause which puts patrons or players in peril, after five or more equal innings have been played by each team. But if the side that went second to bat is at the bat when the game is terminated, and has scored the same number of runs as the other side, the umpire shall declare the game drawn without regard to the score of the last equal inning.

Rule 25. Called Games.

If the umpire call "Game" on account of darkness, rain, fire, panic, or other cause which puts patrons or players in peril, at any time after five innings have been completed, the score shall be that of the last equal innings played, but if the side second at bat shall have scored in an unequal number of innings, or before the completion of the unfinished inning, one or more runs than the side first at bat, the score of the game shall be the total number of runs each team has made.

Rule 26. Forfeited Games.

A forfeited game shall be declared by the umpire in favor of the club not in fault, at the request of such club, in the following cases:

SECTION 1. If the team of a club fail to appear upon the field, or being upon the field, refuse to begin a game for which it is scheduled or assigned, within five minutes after the umpire has called "Play" at the hour for the beginning of the game, unless such delay in appearing, or in commencing the game, be unavoidable.

SEC. 2. If, after the game has begun, one side refuse to continue to play, unless the game has been suspended or terminated by the umpire.

SEC. 3. If, after play has been suspended by the umpire, one side fail to resume playing in one minute after the umpire has called "Play."

SEC. 4. If a team employ tactics palpably designed to delay the game.

SEC. 5. If, after warning by the umpire, any one of the rules of the game be wilfully and persistently violated.

SEC. 6. If the order for the removal of a player, as authorized by Rules 21, 58, and 64, be not obeyed within one minute.

SEC. 7. If, because of the removal of players from the game by the umpire, or for any cause, there be less than nine players on either team.

SEC. 8. If, when two games are scheduled to be played in one afternoon, the second game be not commenced within ten minutes of the time of the completion of the first game. The umpire of the first game shall be the timekeeper.

SEC. 9. In case the umpire declare the game forfeited, he shall transmit a written report thereof to the president of the League within twenty-four hours thereafter. However, a failure on the part of the umpire to so notify the president shall not affect the validity of his award of the game by forfeiture.

Rule 27.

No Game.

"No game" shall be declared by the umpire if he terminates play on account of rain or darkness, fire, panic, or any other cause which puts the patrons or players in peril before five innings are completed by each team. Provided, however, that if the club second at bat shall have made more runs at the end of its fourth inning than the club first at bat has made in five completed innings of a game so terminated, the umpire shall award the game to the club having made the greater number

of runs, and it shall count as a legal game in the championship record.

Rule 28. Substitutes.

SECTION 1. Each side shall be required to have present on the field during a championship game a sufficient number of substitute players in uniform, conforming to the suits worn by their team-mates, to carry out the provisions of this code which requires that not less than nine players shall occupy the field in any inning of the game.

SEC. 2. Any such substitute may at any stage of the game take the place of a player, whose name is in his team's batting order, but the player whom he succeeds shall not thereafter participate in that game.

SEC. 3. A base-runner shall not have another player whose name appears in the batting order of his team run for him except by the consent of the captain of the other team.

Rule 29. Choice of Innings—Fitness of Field for Play.

The choice of innings shall be given to the captain of the home club, who shall be the sole judge of the fitness of the ground for beginning a game after a rain; but, after play has been called by the umpire, he alone shall be the judge as to the fitness of the ground for resuming play after the game has been suspended on account of rain.

THE PITCHING RULES.

Rule 30. Delivery of the Ball to the Bat.

Preliminary to pitching, the pitcher shall take his position facing the batsman with both feet squarely on the ground and in front of the pitcher's plate; and in the act of delivering the ball to the bat he must keep one foot in contact with the pitcher's plate defined in Rule 9. He shall not raise either foot until in the act of delivering the ball to the bat, nor make more than one step in such delivery.

Rule 31. A Fairly Delivered Ball.

A fairly delivered ball is a ball pitched or thrown to the bat by the pitcher while standing in his position and facing the batsman; that passes over any portion of the

home base, not lower than the batsman's knee, nor higher than his shoulder. For every such fairly delivered ball, the umpire shall call one strike.

Rule 32. An Unfairly Delivered Ball.

An unfairly delivered ball is a ball delivered to the bat by the pitcher while standing in his position and facing the batsman, that does not pass over any portion of the home base between the batsman's shoulder and knee. For every unfairly delivered ball, the umpire shall call one ball.

Rule 33. Delaying the Game.

SECTION 1. If, after the batsman be standing in his proper position ready to strike at a pitched ball, the ball be thrown by the pitcher to any player other than the catcher when in the catcher's lines and within 10 feet of the home base (except in an attempt to retire a base runner), each ball so thrown shall be called a ball.

SEC. 2. The umpire shall call a ball on the pitcher each time he delays the game by failing to deliver the ball to the batsman for a longer period than 20 seconds, excepting that at the commencement of each inning, or when a pitcher relieves another, the pitcher may occupy one minute in delivering not to exceed five balls to the catcher or an infielder, during which time play shall be suspended.

Rule 34. Balking.

A balk shall be:

SECTION 1. Any motion made by the pitcher while in position to deliver the ball to the bat without delivering it, or to throw to first base when occupied by a base runner, without completing the throw.

SEC. 2. Throwing the ball by the pitcher to any base to catch the base runner without stepping directly toward such base, in the act of making such throw.

SEC. 3. Any delivery of the ball to the bat by the pitcher while either foot is back of the pitcher's plate.

SEC. 4. Any delivery of the ball to the bat by the pitcher, while he is not facing the batsman.

SEC. 5. Any motion in delivering the ball to the bat by the pitcher while not in the position defined by Rule 30.

SEC. 6. Holding of the ball by the pitcher, so long as, in the opinion of the umpire, to unnecessarily delay the game.

SEC. 7. Making any motion to pitch while standing in his position without having the ball in his possession.

SEC. 8. Making any motion of the arm, shoulder, hip or body the pitcher habitually makes in his method of delivery, without immediately delivering the ball to the bat.

SEC. 9. Delivery of the ball to the bat when the catcher is standing outside the lines of the catcher's position as defined in Rule 3.

If the pitcher shall fail to comply with the requirements of any section of this rule, the umpire shall call a "balk."

Rule 35.

Dead Ball.

A dead ball is a ball delivered to the bat by the pitcher, not struck at by the batsman, that touches any part of the batsman's person or clothing while standing in his position, or that before passing or getting beyond the control of the catcher touches any part of the clothing or person of the umpire while he is on foul ground.

Rule 36.

Ball not in Play.

In case of a foul strike, foul hit ball not legally caught, dead ball, or a fair hit ball, touching a base runner, the ball shall not be considered in play until it be held by the pitcher standing in his position, and the umpire shall have called "Play."

Rule 37.

Block Balls.

SECTION 1. A block is a batted or thrown ball that is touched, stopped or handled by a person not engaged in the game.

SEC. 2. Whenever a block occurs the umpire shall declare it, and base runners may run the bases without liability to be put out until the ball has been returned to and held by the pitcher in his position.

SEC. 3. If the person not engaged in the game should retain possession of a blocked ball, or throw or kick it beyond the reach of the fielders, the umpire shall call "Time" and require each base runner to stop at the base last touched by him until the ball be returned to the pitcher in his position and the umpire shall have called "Play."

THE BATTING RULES.

Rule 38. The Batsman's Position.

Each player of the side at bat shall become the batsman and must take his position within the batsman's lines (as defined in Rule 18) in the order that his name appears in his team's batting list.

Rule 39. The Order of Batting.

The batting order of each team must be delivered before the game by its captain to the umpire, who shall submit it to the inspection of the captain of the other side. The batting order delivered to the umpire must be followed throughout the game, unless a player be substituted for another, in which case the substitute must take the place in the batting order of the retired player.

Rule 40. The First Batsman in an Inning.

After the first inning the first striker in each inning shall be the batsman whose name follows that of the last man who completed his "time at bat" in the preceding inning.

Rule 41. Players belong on Bench.

When a side goes to the bat its players must immediately seat themselves on the bench assigned to them as defined in Rule 21, and remain there until their side is put out, except when called to the bat or to act as coaches or substitute base runners.

Rule 42. Reserved for Umpire, Catcher and Batsman.

No player of the side "at bat," except the batsman, shall occupy any portion of the space within the catcher's lines as defined in Rule 3. The triangular space back of the home base is reserved for the exclusive use of the umpire, catcher and batsman, and the umpire must prohibit any player of the side "at bat" from crossing the same at any time while the ball is in the hands of the pitcher or catcher or passing between them while standing in their positions.

Rule 43. Fielder has Right of Way.

The players of the side at bat must speedily abandon their bench and hasten to another part of the field when by remaining upon or near it they or any of them would

interfere with a fielder in an attempt to catch or handle a thrown ball.

Rule 44. A Fair Hit.

A fair hit is a legally batted ball that settles on fair ground between home and first base or between home and third base or that is on fair ground when bounding to the outfield past first or third base, or that first falls on fair territory beyond first or third base or that touches the person of the umpire or a player while on fair ground.

Rule 45. A Foul Hit.

A foul hit is a legally batted ball that settles on foul territory between home and first base or home and third base, or that bounds past first or third base on foul territory or that falls on foul territory beyond first or third base or touches the person of the umpire or a player while on foul ground.

Rule 46. A Foul Tip.

A foul tip is a ball batted by the batsman while standing within the lines of his position, that goes sharp and direct from the bat to the catcher's hands and is legally caught.

Rule 47. A Bunt Hit.

A bunt hit is a legally batted ball, not swung at, but met with the bat and tapped slowly within the infield by the batsman with the expectation of reaching first base before the ball can be fielded to that base. If the attempt to bunt result in a foul, a strike shall be called by the umpire.

Rule 48. Balls Batted Outside the Ground.

SECTION 1. When a batted ball passes outside the ground or into a stand the umpire shall decide it fair or foul according to whether the point at which it leaves the playing field is on fair or foul territory.

SEC. 2. A fair batted ball that goes over the fence or into a stand shall entitle the batsman to a home run unless it should pass out of the ground or into a stand at a less distance than two hundred and thirty-five (235) feet from the home base, in which case the batsman

shall be entitled to two bases only. The point at which a fence or stand is less than 235 feet from the home base shall be plainly indicated by a white or black sign or mark for the umpire's guidance.

Rule 49. Strikes.

A strike is:

SECTION 1. A pitched ball struck at by the batsman without its touching his bat; or,

SEC. 2. A fair ball legally delivered by the pitcher at which the batsman does not strike.

SEC. 3. A foul hit ball not caught on the fly unless the batsman has two strikes.

SEC. 4. An attempt to bunt which results in a foul.

SEC. 5. A pitched ball, at which the batsman strikes but misses and which touches any part of his person.

SEC. 6. A foul tip, held by the catcher, while standing within the lines of his position.

Rule 50. Foul Strike.

A "Foul Strike" is a ball batted by the batsman when either or both of his feet is upon the ground outside the lines of the batsman's position.

Rule 51. When Batsman is Out.

The batsman is out:

SECTION 1. If he fail to take his position at the bat in the order in which his name is on the batting list unless the error be discovered and the proper batsman replace him before a time "at bat" is recorded, in which case, the balls and strikes called must be counted in the time "at bat" of the proper batsman. But only the proper batsman shall be declared out, and no runs shall be scored or bases run because of any act of the improper batsman. Provided, this rule shall not be enforced unless the out be declared before the ball be delivered to the succeeding batsman. Should the batsman declared out under this section be the third hand out and his side be thereby put out, the proper batsman in the next inning shall be the player who would have come to bat had the players been put out by ordinary play in the preceding inning.

SEC. 2. If he fail to take his position within one minute after the umpire has called for the batsman.

SEC. 3. If he make a foul hit other than a foul tip, as defined in Rule 46, and the ball be momentarily held

by a fielder before touching the ground; provided, it be not caught in a fielder's cap, protector, pocket or other part of his uniform, or strike some object other than a fielder before being caught.

SEC. 4. If he make a foul strike, as defined in Rule 50.

SEC. 5. If he attempt to hinder the catcher from fielding or throwing the ball by stepping outside the lines of the batsman's position, or in any way obstructing or interfering with that player.

SEC. 6. If, while first base be occupied by a base runner, three strikes be called on him by the umpire, unless two men are already out.

SEC. 7. If, while attempting a third strike, the ball touch any part of the batsman's person, in which case base runners occupying bases shall not advance as prescribed in Rule 55, Section 5.

SEC. 8. If, before two hands are out, while first and second, or first, second and third bases are occupied, he hit a fly ball, other than a line drive, that can be handled by an infielder. In such case the umpire shall, as soon as the ball be hit, declare it an infield or outfield hit.

SEC. 9. If the third strike be called in accordance with Rule 49, Section 5.

Batsman Must Obey Call.

SEC. 10. The moment a batsman's term at bat ends, the umpire shall call for the batsman next in order to leave his seat on the bench and take his position at the bat, and no player of the batting side shall leave his seat on the bench until so called to bat, except to become a coacher or substitute base runner, to take the place of a player on his team's batting list to comply with the umpire's order to leave the field or to make way for a fielder.

BASE RUNNING RULES.

Rule 52.

Legal Order of Bases.

The Base Runner must touch each base in legal order, viz., First, Second, Third and Home Bases; and when obliged to return while the ball is in play, must retouch the base or bases in reverse order. He can only acquire the right to a base by touching it, before having been put out, and shall then be entitled to hold such base

until he has legally touched the next base in order, or has been legally forced to vacate it for a succeeding base runner. However, no base runner shall score a run to count in the game ahead of the base runner preceding him in the batting order, if there be such preceding base runner who has not been put out in that inning.

Rule 53. When the Batsman becomes a Base Runner.

The batsman becomes a base runner :

SECTION 1. Instantly after he makes a fair hit.

SEC. 2. Instantly after "Four Balls" have been called by the umpire.

SEC. 3. Instantly after "Three Strikes" have been declared by the umpire.

SEC. 4. If, without making any attempt to strike at the ball, his person or clothing be hit by a pitched ball unless, in the opinion of the umpire, he plainly make no effort to get out of the way of the pitched ball and purposely permit himself to be hit.

SEC. 5. If the catcher interfere with him in or prevent him from striking at a pitched ball.

Rule 54. Entitled to Bases.

The base runner shall be entitled, without liability to be put out, to advance a base in the following cases:

SECTION 1. If, while the batsman, the umpire calls "Four Balls," or award him first base by being hit by a pitched ball or for being interfered with by the catcher in striking at a pitched ball.

SEC. 2. If, while a batsman, a fair hit ball strike the person or clothing of the umpire or a base runner on fair ground.

SEC. 3. If the umpire award to a succeeding batsman a base on four balls, or for being hit by a pitched ball, or being interfered with by the catcher in striking at a pitched ball and the base runner be thereby forced to vacate the base held by him.

SEC. 4. If the umpire call a "Balk."

SEC. 5. If a ball delivered by the pitcher pass the catcher and touch the umpire or any fence or building within ninety (90) feet of the home base.

SEC. 6. If he be prevented from making a base by the obstruction of a fielder, unless the latter have the ball in his hand ready to touch the base runner.

SEC. 7. If the fielder stop or catch a batted ball with his cap, glove or any part of his uniform, while detached from its proper place on his person.

Rule 55. Returning to Bases.

The base runner shall return to his base without liability to be put out:

SECTION 1. If the umpire declare a foul tip (as defined in Rule 46) or any other foul hit, not legally caught by a fielder.

SEC. 2. If the umpire declare a foul strike.

SEC. 3. If the umpire declare a dead ball, unless it be also the fourth unfair ball, and he be thereby forced to take the next base, as provided in Rule 54, Section 3.

SEC. 4. If the person or clothing of the umpire interfere with the catcher in an attempt to throw or the umpire be struck by a ball thrown by the catcher or other fielder to intercept a base runner.

SEC. 5. If a pitched ball at which the batsman strikes, but misses, touch any part of the batsman's person.

SEC. 6. In any and all of these cases the base runner is not required to touch the intervening bases in returning to the base he is legally entitled to.

Rule 56. When Base Runners are out.

The base runner is out:

SECTION 1. If, after three strikes have been declared against him while the batsman, the third strike ball be not legally caught, and he plainly attempts to hinder the catcher from fielding the ball.

SEC. 2. If, having made a fair hit while batsman, such fair hit ball be momentarily held by a fielder before touching the ground or any object other than a fielder; provided, if it be not caught in a fielder's hat, cap, protector, pocket or other part of his uniform.

SEC. 3. If, when the umpire has declared "Three Strikes" on him while the batsman, the third strike ball be momentarily held by a fielder before touching the ground; provided, if it be not caught in a fielder's cap, protector, pocket or other part of his uniform, or touch some object other than a fielder before being caught.

SEC. 4. If, after three strikes or a fair hit, he be touched with the ball in the hand of a fielder before he shall have touched first base.

SEC. 5. If, after three strikes or a fair hit, the ball be securely held by a fielder while touching first base with any part of his person before such base runner touch first base.

SEC. 6. If, in running the last half of the distance from home base to first base, while the ball is being fielded to first base, he run outside the three-foot lines, as defined in Rule 7, unless he do so to avoid a fielder attempting to field a batted ball.

SEC. 7. If, in running from first to second base, from second to third base, or from third to home base, he run more than three feet from a direct line between a base and the next one in regular or reverse order to avoid being touched by a ball in the hands of a fielder. But in case a fielder be occupying a base runner's proper path in attempting to field a batted ball, then the base runner shall run out of direct line to the next base and behind said fielder and shall not be declared out for so doing.

SEC. 8. If he fail to avoid a fielder attempting to field a batted ball, in the manner described in sections 6 and 7 of this rule, or in any way obstruct a fielder in attempting to field a batted ball, or intentionally interfere with a thrown ball; provided, that if two or more fielders attempt to field a batted ball, and the base runner come in contact with one or more of them, the umpire shall determine which fielder is entitled to the benefit of this rule, and shall not decide the base runner out for coming in contact with a fielder other than the one the umpire determines to be entitled to field such batted ball.

SEC. 9. If at any time while the ball is in play, he be touched by the ball in the hands of a fielder, unless some part of his person be touching the base he is entitled to occupy; provided, however, that the ball be held by the fielder after touching him, unless the base runner deliberately knock it out of his hand.

SEC. 10. If, when a fair or foul hit ball (other than a foul tip as defined in Rule 46) be legally caught by a fielder, such ball be legally held by a fielder on the base occupied by the base runner when such ball was batted, or the base runner be touched with the ball in the hands of a fielder, before he retouch such base after such fair or foul hit ball was so caught; provided, that the base runner shall not be out in such case, if, after the ball was

legally caught as above, it be delivered to the bat by the pitcher before the fielder hold it on said base, or touch the base runner out with it; but if the base runner, in attempting to reach a base, detach it from its fastening before being touched or forced out, he shall be declared safe.

SEC. 11. If, when the batsman becomes a base runner, the first base, or the first and second bases, or the first, second and third bases be occupied, any base runner so occupying a base shall cease to be entitled to hold it, and may be put out at the next base in the same manner as in running to first base, or by being touched with the ball in the hands of a fielder at any time before any base runner following him in the batting order be put out, unless the umpire should decide the hit of the batsman to be an infield fly.

SEC. 12. If a fair hit ball strike him before touching a fielder, and, in such case, no base shall be run unless necessitated by the batsman becoming a base runner, but no run shall be scored by any other base runner put out until the umpire puts the ball back into play.

SEC. 13. If, when advancing bases, or forced to return to a base, while the ball is in play, he fail to touch the intervening base or bases, if any, in the regular or reverse order as the case may be, he may be put out by the ball being held by a fielder on any base he failed to touch, or by being touched by the ball in the hands of a fielder in the same manner as in running to first base; provided, that the base runner shall not be out in such case if the ball be delivered to the bat by the pitcher before the fielder hold it on said base or touch the base runner with it.

SEC. 14. If, when the umpire call "Play," after the suspension of a game, he fail to return to and touch the base he occupied when "Time" was called before touching the next base; provided, the base runner shall not be out, in such case, if the ball be delivered to the bat by the pitcher, before the fielder hold it on said base or touch the base runner with it.

Overrunning First Base.

SEC. 15. The base runner in running to first base may overrun said base after touching it in passing without incurring liability to be out for being off said base, provided he return at once and retouch the base, after

which he may be put out as at any other base. If, after overrunning first base, he turn in the direction of or attempt to run to second base, before returning to first base, he shall forfeit such exemption from liability to be put out.

SEC. 16. If, before two hands are out and while third base is occupied, the coacher stationed near that base shall run in the direction of home base on or near the base line while a fielder is making or trying to make a play on a batted ball not caught on the fly, or on a thrown ball, and thereby draws a throw to home base, the base runner entitled to third base shall be declared out by the umpire for the coacher's interference with and prevention of the legitimate play.

SEC. 17. If one or more members of the team at bat stand or collect at or around a base for which a base runner is trying, thereby confusing the fielding side and adding to the difficulty of making such play, the base runner shall be declared out for the interference of his team-mate or team-mates.

SEC. 18. If he touch home base before a base runner preceding him in the batting order, if there be such preceding base runner, lose his right to third base.

Rule 57. When Umpire Shall Declare an Out.

The umpire shall declare the batsman or base runner out, without waiting for an appeal for such decision in all cases where such player be put out in accordance with any of these rules, except Sections 13 and 15 of Rule 56.

Rule 58. Coaching Rules.

The coacher shall be restricted to coaching the base runner, and then only in words of assistance and direction in running bases. He shall not, by words or signs, incite or try to incite the spectators to demonstrations, and shall not use language which will in any manner refer to or reflect upon a player of the opposite club, the umpire or the spectators. Not more than two coaches, who must be players in the uniform of the team at bat, shall be allowed to occupy the space between the players' and the coaches' lines, one near first and the other near third base, to coach base runners. If there be more than the legal number of coaches or this rule be

violated in any respect the captain of the opposite side may call the attention of the umpire to the offense, and thereupon the umpire must order the illegal coacher or coachers to the bench, and if his order be not obeyed within one minute, the umpire shall assess a fine of \$5.00 against each offending player, and upon a repetition of the offense, the offending player or players shall be debarred from further participation in the game, and shall leave the playing field forthwith.

Rule 59. The Scoring of Runs.

One run shall be scored every time a base runner, after having legally touched the first three bases, shall legally touch the home base before three men are put out; provided, however, that if he reach home on or during a play in which the third man be forced out or be put out before reaching first base, a run shall not count. A force-out can be made only when a base runner legally loses the right to the base he occupies and is thereby obliged to advance as the result of a fair hit ball not caught on the fly.

UMPIRE AND HIS DUTIES.

Rule 60. Power to Enforce Decisions.

The umpire is the representative of the League and as such is authorized and required to enforce each section of this code. He shall have the power to order a player, captain or manager to do or omit to do any act which in his judgment is necessary to give force and effect to one or all of these rules and to inflict penalties for violations of the rules as hereinafter prescribed.

Rule 61.

There shall be no appeal from any decision of the umpire on the ground that he was not correct in his conclusion as to whether a batted ball was fair or foul, a base runner safe or out, a pitched ball a strike or ball, or on any other play involving accuracy of judgment, and no decision rendered by him shall be reversed, except that he be convinced that it is in violation of one of these rules. The captain shall alone have the right to protest against a decision and seek its reversal on a claim that it is in conflict with a section of these rules.

Rule 62. Must Not Question Decisions.

Under no circumstances shall a captain or player dispute the accuracy of the umpire's judgment and decision on a play.

Rule 63. Clubs Can Not Change Umpire.

The umpire can not be changed during a championship game by the consent of the contesting clubs unless the official in charge of the field be incapacitated from service by injury or illness.

Rule 64. Penalties for Violations of the Rules.

In all cases of violation of these rules, by either a player or manager, the penalty for the first offense shall be a fine by the umpire of \$5.00, and, for a second offense, prompt removal of the offender from the game or grounds, followed by a period of such suspension from actual service in the club as the president of the League may fix.

Rule 65. Umpire to Report Violations of the Rules.

The umpire shall within twelve hours after fining or removing a player from the game, forward to the president a report of the penalty inflicted and the cause therefor.

Rule 66.

Immediately upon being informed by the umpire that a fine has been imposed upon any manager, captain or player, the president shall notify the person so fined and also the club of which he is a member; and, in the event of the failure of the person so fined to pay to the secretary of the League the amount of said fine within five days after notice, he shall be debarred from participating in any championship game or from sitting on a players' bench during the progress of a championship game until such fine be paid.

Rule 67.

When the offense of the player debarred from the game be of a flagrant nature, such as the use of obscene language or an assault upon a player or umpire, the umpire shall within four hours thereafter forward to the president of the League full particulars.

Rule 68. Warning to Captains.

The umpire shall notify both captains before the game, and in the presence of each other, that all the playing rules will be strictly and impartially enforced, and warn them that failure on their part to co-operate in such enforcement will result in offenders being fined, and, if necessary to preserve discipline, debarred from the game.

Rule 69. On Ground Rules.

Before the commencement of a game the umpire shall see that the rules governing all the materials of the game are strictly observed. He shall ask the captain of the home club whether there are any special ground rules, and if there be he shall acquaint himself with them, advise the captain of the visiting team of their scope and see that each is duly enforced, provided that it does not conflict with any of these rules.

Rule 70. Official Announcements.

The umpire shall call "Play" at the hour appointed for the beginning of a game, announce "Time" at its legal interruption and declare "Game" at its legal termination.

Rule 71. Suspension of Play.

The umpire shall suspend play for the following causes:

1. If rain fall so heavily as to cause the spectators on the open field and open stands to seek shelter, in which case he shall note the time of suspension, and should rain fall continuously for thirty minutes thereafter he shall terminate the game.

2. In case of an accident which incapacitates him or a player from service in the field, or in order to remove from the grounds any player or spectator who has violated the rules or in case of fire, panic or other extraordinary circumstances.

Rule 72. Call of Time.

In suspending play from any legal cause the umpire shall call "Time"; when he calls "Time," play shall be suspended until he calls "Play" again, and during the interim no player shall be put out, base be run or run be scored. "Time" shall not be called by the umpire until the ball be held by the pitcher while standing in his position.

Rule 73. Decisions on Balls and Strikes.

The umpire shall call and count as a "ball" any unfair ball delivered by the pitcher to the batsman. He shall also call and count as a "strike" any fairly delivered ball which passes over any portion of the home base, and within the batsman's legal range as defined in Rule 31, whether struck at or not by the batsman; or a foul tip which is caught by the catcher standing within the lines of his position, within 10 feet of the home base; or which, after being struck at and not hit, strike the person of the batsman; or when the ball be bunted foul by the batsman; or any foul hit ball not caught on the fly unless the batsman has two strikes, provided, however, that a pitched ball shall not be called or counted a "ball" or "strike" by the umpire until it has passed the home plate.

Rule 74.

If but one umpire be assigned, his duties and jurisdiction shall extend to all points, and he shall be permitted to take his stand in any part of the field that in his opinion will best enable him to discharge his duties. If two umpires be assigned to a game, the assistant umpire shall decide all plays at first and second bases.

Rule 75. Field Rules.

No person shall be allowed upon any part of the field during the progress of a game except the players in uniform, the manager of each side, the umpire, such officers of the law as may be present in uniform, and such watchmen of the home club as may be necessary to preserve the peace.

Rule 76.

No manager, captain or player shall address the spectators during a game except in reply to a request for information about the progress or state of the game.

Rule 77.

Every club shall furnish sufficient police force to preserve order upon its own grounds, and in the event of a crowd entering the field during the progress of a game, and interfering with the play in any manner, the visiting club may refuse to play until the field be cleared.

If the field be not cleared within 15 minutes thereafter, the visiting club may claim and shall be entitled to the game by a score of nine runs to none (no matter what number of innings has been played).

Rule 78. General Definitions.

“Play” is the order of the umpire to begin the game or to resume it after its suspension.

Rule 79.

“Time” is the order of the umpire to suspend play. Such suspension must not extend beyond the day.

Rule 80.

“Game” is the announcement of the umpire that the game is terminated.

Rule 81.

“An inning” is the term at bat of the nine players representing a club in a game and is completed when three of such players have been legally put out.

Rule 82.

“A Time at Bat” is the term at bat of a batsman. It begins when he takes his position, and continues until he is put out or becomes a base runner. But a time at bat shall not be charged against a batsman who is awarded first base by the umpire for being hit by a pitched ball or for the illegal delivery of the pitcher or on called balls or when he makes a sacrifice hit.

Rule 83.

“Legal” or “Legally” signifies as required by these rules.

THE SCORING RULES.

Rule 84.

To promote uniformity in scoring championship games the following instructions are given and suggestions and definitions made for the guidance of scorers, and they are required to make all scores in accordance therewith.

Rule 85. The Batsman's Record.

SECTION I. The first item in the tabulated score, after the player's name and position, shall be the number of times he has been at bat during the game, but the exceptions made in Rule 82 must not be included.

SEC. 2. In the second column shall be set down the runs, if any, made by each player.

SEC. 3. In the third column shall be placed the first base hits, if any, made by each player.

The Scoring of Base Hits.

SEC. 4. A base hit shall be scored in the following cases :

When the ball from the bat strikes the ground on or within the foul lines and out of the reach of the fielders.

When a fair-hit ball is partially or wholly stopped by a fielder in motion, but such player can not recover himself in time to field the ball to first before the striker reaches that base or to force out another base runner.

When the ball be hit with such force to an infielder or pitcher that he can not handle it in time to put out the batsman or force out a base runner. In a case of doubt over this class of hits, a base hit should be scored and the fielder exempted from the charge of an error.

When the ball is hit so slowly toward a fielder that he cannot handle it in time to put out the batsman or force out a base runner.

In all cases where a base runner is retired by being hit by a batted ball, the batsman should be credited with a base hit.

When a batted ball hits the person or clothing of the umpire, as defined in Rule 54, Section 2.

In no case shall a base hit be scored when a base runner is forced out by the play.

Sacrifice Hits.

SEC. 5. In the fourth column shall be placed the sacrifice hits.

A sacrifice hit shall be credited to the batsman who, when no one is out or when but one man is out, advances a runner a base by a bunt hit, which results in the batsman being put out before reaching first, or would so result if it were handled without error.

Fielding Records.

SEC. 6. The number of opponents, if any, put out by each player shall be set down in the fifth column. Where the batsman is given out by the umpire for a foul strike, or fails to bat in proper order, the put-out shall be scored to the catcher. In case of the base runner being declared "out" for interference, running out of line, or on an infield fly, the "out" should be credited to the player

who would have made the play but for the action of the base runner or the announcement of the umpire.

SEC. 7. The number of times, if any, each player assists in putting out an opponent shall be set down in the sixth column. An assist should be given to each player who handles the ball in aiding in a run out or any other play of the kind, except the one who completes it.

An assist should be given to a player who makes a play in time to put a runner out, even if the player who could complete the play fail, through no fault of the assisting player.

And generally an assist should be given to each player who handles or assists in any manner in handling the ball from the time it leaves the bat until it reaches the player who makes the put-out, or in case of a thrown ball, to each player who throws or handles it cleanly, and in such a way that a put-out results, or would result if no error were made by a team-mate.

Assists should be credited to every player who handles the ball in the play which results in a base runner being called "out" for interference or for running out of line.

Errors.

SEC. 8. An error shall be given in the seventh column for each misplay which prolongs the time at bat of the batsman or allows a base runner to make one or more bases when perfect play would have insured his being put out. But a wild pitch, a base on balls, a base awarded to a batsman by being struck by a pitched ball, an illegal pitch, a balk and a passed ball, each of which is a battery and not a fielding error, shall not be included in the seventh column.

An error shall not be charged against the catcher for a wild throw in an attempt to prevent a stolen base, unless the base runner advance an extra base because of the error.

An error shall not be scored against the catcher or an infielder who attempts to complete a double play, unless the throw be so wild that an additional base be gained.

In case a base runner advance a base through the failure of a baseman to stop or try to stop a ball accurately thrown to his base, he shall be charged with an error and not the player who made such throw, provided there were occasion for it. If such throw be made

to second base the scorer shall determine whether the second baseman or shortstop shall be charged with an error.

Stolen Bases.

SEC. 1. A stolen base shall be credited to the base runner whenever he advances a base unaided by a base hit, a put-out, a fielding or a battery error.

Rule 86.

The Summary shall contain:

SECTION 1. The score made in each inning of the game and the total runs of each side in the game.

SEC. 2. The number of stolen bases, if any, by each player.

SEC. 3. The number of two-base hits, if any, made by each player.

SEC. 4. The number of three-base hits, if any, made by each player.

SEC. 5. The number of home runs, if any, made by each player.

SEC. 6. The number of double and triple plays, if any, made by each side and the names of the players assisting in the same.

SEC. 7. The number of innings each pitcher pitched in.

SEC. 8. The number of base hits, if any, made off each pitcher.

SEC. 9. The number of times, if any, the pitcher strikes out the opposing batsmen.

SEC. 10. The number of times, if any, the pitcher gives bases on balls.

SEC. 11. The number of wild pitches, if any, charged to the pitcher.

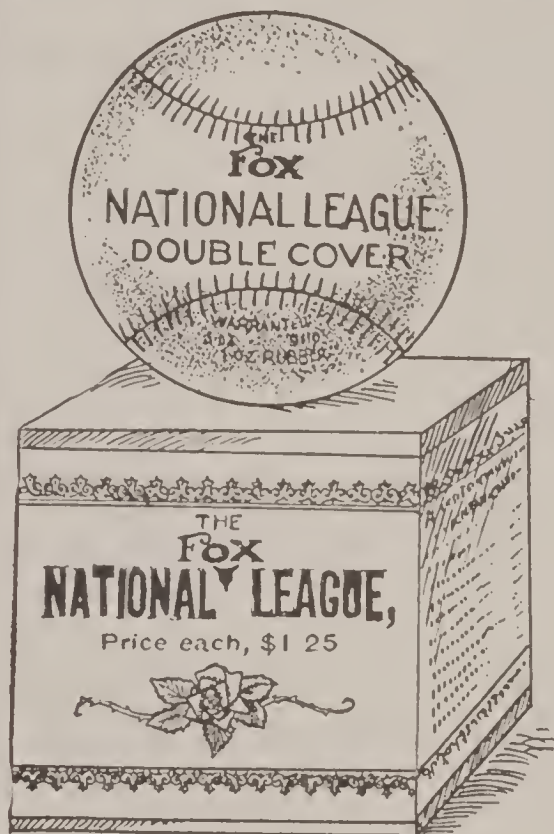
SEC. 12. The number of times, if any, the pitcher hits a batsman with a pitched ball.

SEC. 13. The number of passed balls by each catcher.

SEC. 14. The time of the game.

SEC. 15. The name of the umpire.

FOX'S BASE BALLS.



No. 1

THE FOX NATIONAL LEAGUE BALL.

Is guaranteed to conform exactly with all the specifications and requirements of the National League. None but the best material is used in its construction and we guarantee it to last a full game of nine innings without ripping or losing its shape.

No. 1, Each, 1.25

The Fox High-School League Ball.

Regulation size and weight. All yarn and rubber centre; selected horsehide cover. Will keep its shape under Leavy batting. Each ball in a separate box and sealed.
No. 2... ..Each, 50c.



No. 2 .

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY

FOX'S BASE BALLS.



No. 3.

The Fox Boys' League Ball.

The best 25c. ball on the market. Is of regulation size and weight; has carefully selected horsehide cover, evenly stitched. Each ball in a separate box.

No. 3.....Each, 25c.

The Fox Junior League Ball.

This ball is a trifle under the regulation size, but is made with the same great care as is employed in the manufacture of our higher-priced balls. It fills the demand for a high-grade boys' size ball. Each ball in a separate box.

No. 4.....Each, 25c.



No. 4.



No. 6.

The Fox Boss Base Ball.

A good, lively ball, two-piece sheepskin cover, weight, 4 oz., size, 8 inches.

No. 6..... Each, 5c.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S BASE BALL BATS.

Fox's Slugger Bat.



No. 15.

Used by the National League and College Teams. Made from the finest second-growth ash obtainable, and thoroughly seasoned. Burnt Finish. Handle wound with adhesive tape. Price Each...75c.

The Fox Cyclone League Model Bat.



No. 20.

Made from best selected second-growth white ash. Latest approved League Model, Antique Finish. Price Each.....75c.

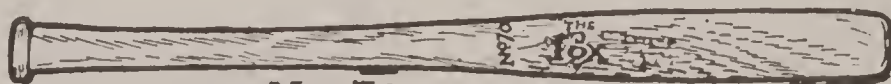
Fox's Winner Wagon Tongue Bat.



No. 40.

Made of straight-grained white ash, wax finish. Latest model Price Each.....50c.

The Fox Junior League Bat.



No. 70.

Made from fine white ash, wax finish. In lengths and weights suitable for boys. Price Each.....25c.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY

FOX'S CATCHERS' MITTS.



No. 8 M.

Fox's Intercollegiate Mitt.

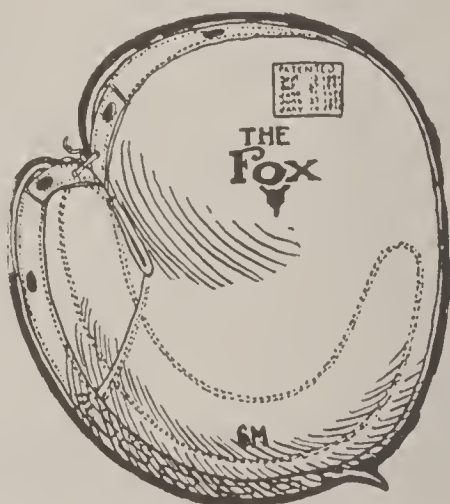
This Mitt is manufactured of brown calfskin, sewed with best quality of linen thread, waxed and well padded. Has the patent laced thumb with attachment and patent lacing for repadding. Has the rubber guard protecting the thumb and fingers, and has a good deep pocket. Strap and buckle fastening on back.

Price Each.....\$2.50.

Fox's Star Mitt.

Has drab horsehide leather for the palms and Yucatan leather for the fingers and back, and is made in men's extra large sizes. Has our patent laced thumb and attachment and patent lacing for repadding. Also patent rubber guards protecting the thumb and fingers. The seams between the thumb and hand are covered with calfskin, preventing all ripping. Strap and buckle fastening at the back.

Price Each.....\$1.50



No. 6 M.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S CATCHERS' MITTS.



No. 5 M.

Fox's Amateur Mitt.

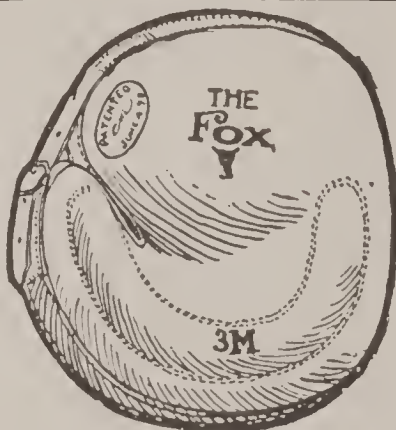
Drab horsehide front,
olive green back, heel
pad and patent thumb
adjustment.

Price Each.....\$1.00.

Fox's Leader Mitt.

The largest and best Mitt
ever offered at the price.
Has craven front with heel
ridge and patent thumb
adjustment. The back is
craven and gold tan leather.
Men's size.

Price Each.....50c.



No. 3 M.



No. 2 M.

Fox's Boys' Mitt.

An exceptionally fine Mitt
for Boys, made of good quality
chrome-colored leather. Has
heel ridge and patent thumb
adjustment.

Price Each..... 35c.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S INFIELDER'S' GLOVES.

Fox's No. 9 Infielders' Glove. Fox's No. 7 Infielders' Glove.



No. 9.

Made of the finest quality mouse-colored horsehide. It is padded throughout with the finest all-wool felt, leather lined, sewed with the best linen thread, with seams all welted, and has connecting thumb web,

Price Each, \$3.00.



No. 7.

Made of heavy drab-colored selected horsehide, heavily padded. Has a web between thumb and forefinger and raised heel ridge which forms a good pocket. Is sewed with strong waxed linen thread and has welt seams and is leather lined.

Price Each, \$2 50.



No. 3.

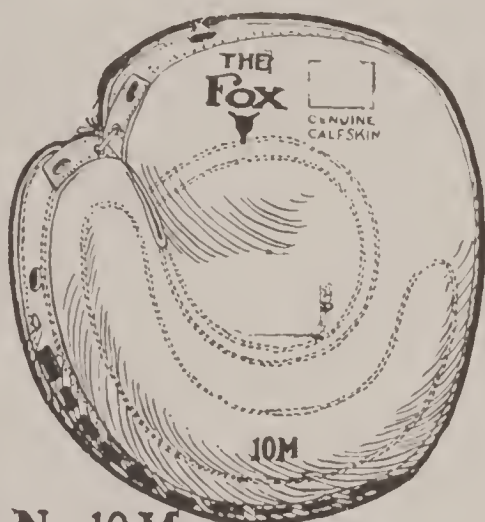
Fox's No. 3 Infielders' Glove.

Made of good quality drab, chrome and tan leather. Has thumb web and heel ridge, which forms a good pocket. Felt lining.

Price Each, \$1.25.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S CATCHERS' MITTS.



No. 10 M.

Fox's

New York Mitt.

The most popular Catchers' Mitt on the market. Is made on a large pattern, with genuine brown calfskin front and horsehide back, stitched with heavy wax thread. The patent lacing enables the player to adjust the pad to suit himself. Strap and buckle fastening on back.

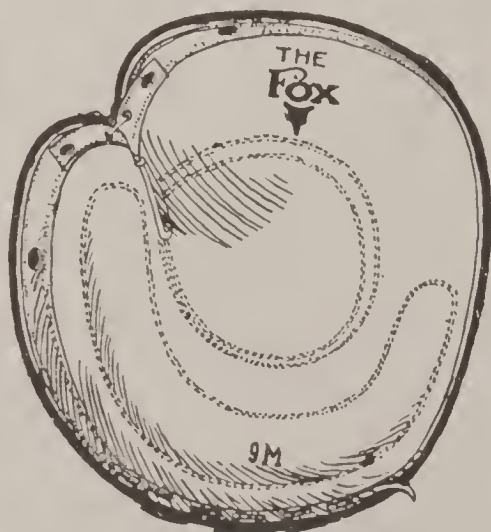
Price Each...\$4.00.

Fox's

League Mitt.

Made on the same large pattern as our No. 10 M. Has horsehide front and brown Yucatan back. Patent lace and heel ridge. Strap and buckle fastening on back.

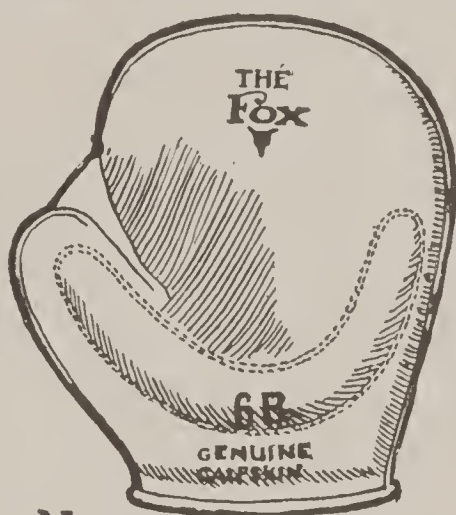
Price Each...\$3.00.



No. 9 M.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S BASEMEN'S MITTS.



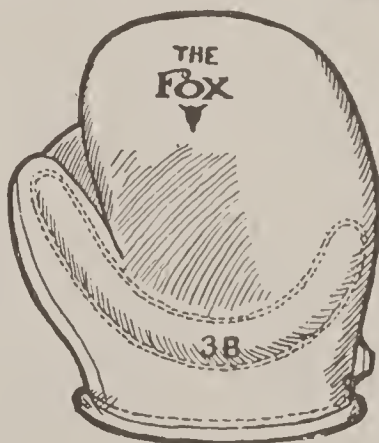
No. 6 B.

Fox's

No. 6 B Basemen's Mitt.

The front and back is of genuine calfskin, has leather lining, web thumb and heel ridge, strap and buckle fastening at back. Price Each.....\$3.00.

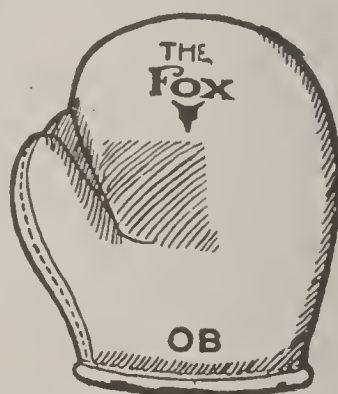
Fox's No. 3 B Basemen's Mitt.



No. 3B.

Has drab colored horsehide palm, with olive-colored leather back; same size and style as our No. 4 B; strap and buckle back. Price Each\$1.50.

Fox's No. 0 B Basemen's Mitt.



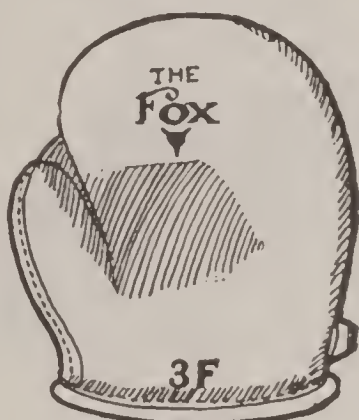
No. 0B.

Boys' Basemen's Mitt, same quality and style as our No. 1 B, but smaller. Price Each.....50c.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S FIELDERS' MITTS.

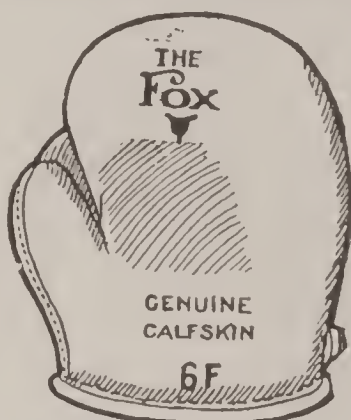
Fox's No. 3 F Fielders' Mitt: Fox's No. 6 F Fielders' Mitt.



No. 3 F.

Has drab horsehide palm and craven tan leather back, web thumb and strap and buckle fastening at back.

Price Each, \$1.50.



No. 6 F.

Made of genuine brown calfskin, has leather lining, web thumb and strap and buckle fastening at back, fits closely to the hand and, being very flexible, gives nearly the same freedom as a glove.

Price Each, \$2.50.



No. 8.

Fox's No. 8 Infielders' Glove.

Made of best quality horsehide, heavily padded on heel and side, giving thorough protection to side of hand and little finger; has welt seams but no thumb web,

Price, Each, \$2.50.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S BASE BALL OUTFITS.

Fox's No. B Infielders' Glove.



No. B.

Made of pearl-colored chrome and tan leather. Has heel ridge and thumb web; well padded and leather lined.

Price Each, 50c.

Base Ball Bases—Three Bases to a Set.



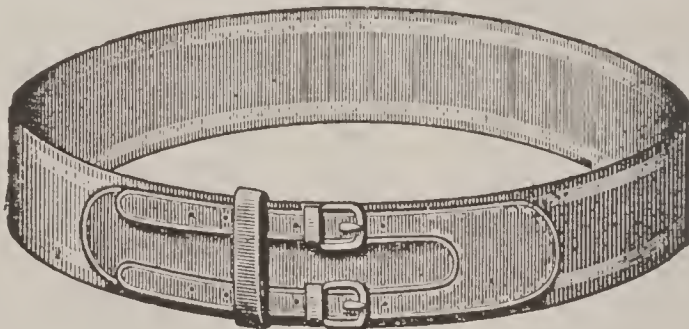
No. 1—Made of extra heavy canvas, quilted, complete with wrought iron spikes and straps.
Per set, \$5.00

No. 2—Made of heavy canvas, complete with spikes and straps.
Per set, 4.00

No. 3—Good quality canvas. Per set, 2.75

Base Ball and Outing Belts.

Web Belts are made in the following colors : white, black, navy blue, royal blue, scarlet, red and maroon.



No. 1.

No. 1—Web Belt. Best worsted, 2½ inches wide, with double strap and leather-covered buckles. Each, 40c.
No. 2—Web Belt. Best cotton, 2½ inches wide, double strap and metal buckle. Each, 30c.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S CATCHERS' MASKS.

FOX'S NECK-PROTECTING MASK.



No. A.

Best quality heavy steel wire. Black enameled. Has patent extension neck protection.

—  —
Price Each

\$2.75

FOX'S LEAGUE MASK.



No. B

Heavy steel wire. Black enameled. Same quality as our No. A Mask, but without neck protection.

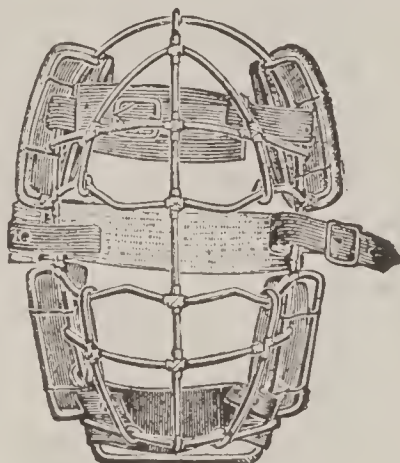
—  —
Price Each,

\$2.25.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S CATCHERS' MASKS.

FOX'S REGULATION MASK.



Nos. C and D.

Made of heavy steel wire,
a trifle lighter than our
No. B Mask.

Price, No. C,
EACH.

Blued steel wire....\$1.75

Price, No. D,
EACH.

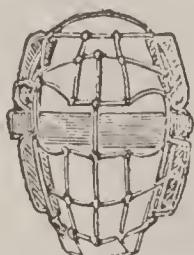
Bright steel wire. ..\$1.50

FOX'S AMATEUR MASK.

Regulation size,
good quality fittings.
A substantial Mask
which will stand hard
usage.



No. E. Price Each, \$1.00.



Nos. H and I.

FOX'S YOUTHS' MASK.

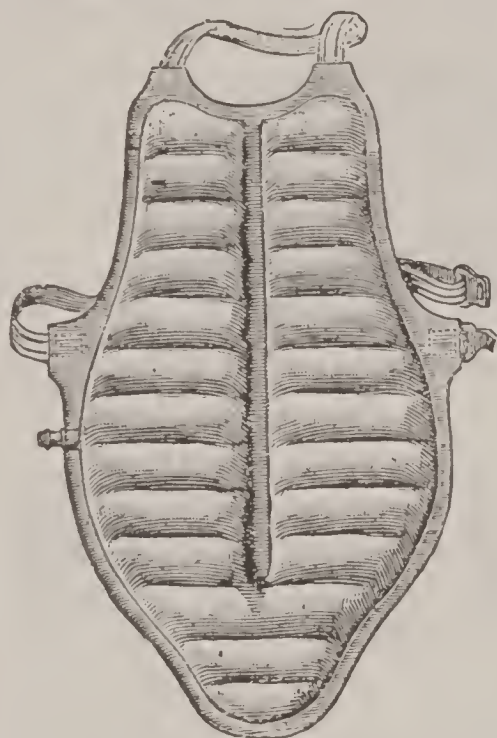
No. F, Bright steel wire with
head piece, Each.....75c.

No. H, Bright wire, no head
piece, Each..50c.

No. I, Bright wire, no head
piece, Each.....25c.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S CATCHERS' AND UMPIRES' PROTECTOR.



The best practical device for the protection of catchers and umpires.

Made of best quality rubber, with patent inflating valve. When not in use the air may be let out and Protector rolled up in a very small space.



No. 10A,	League Catchers' Protector,	Each,	\$4.50
No. 11A,	Amateur	" " "	3.25
No. 12B,	Junior	" " "	2.00

FOX'S BAT BAGS.



Club Bat Bag, No. 1.

These Bags are made from extra heavy waterproof brown duck, in a thorough manner. Each end is reinforced by heavy leather.

No. 1—Holds 12 Bats Each, \$2.50

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S ATHLETIC CAPS.



English Class Cap.



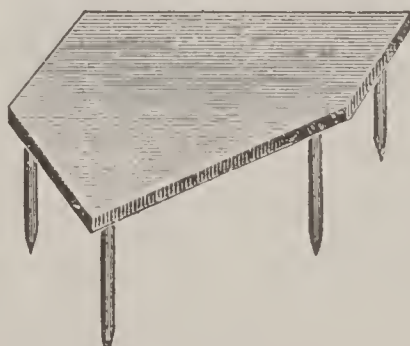
Chicago Cap.



College Cap.

- No. **A Quality**—Finest Venetian cloth; any style; colors, white, pearl grey, Yale blue, Yale grey, black, maroon and navy blue; satin lined. . . . Each, **\$1.00**
- No. **B Quality**—Finest outing flannel; any style; same colors as our No. A Quality; satin lined. . . . Each, **.75**
- No. **C Quality**—Good outing flannel; any style; colors, black, white, red, maroon, navy blue and grey. Lined with sateen. . . . Each, **.50**
- No. **E Quality**—Good flannel; any style; in navy blue, grey or brown. . . . Each, **.25**

Rubber Home Plate.

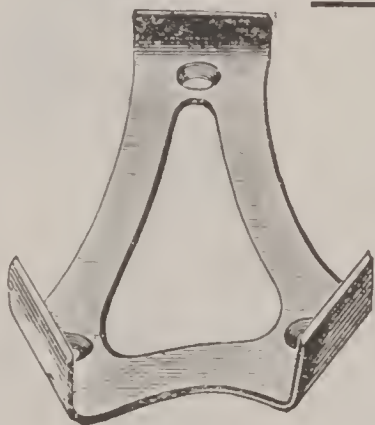


Made of white rubber, exactly in accordance with the League specifications; each has five removable spikes. . . . **\$7.75**

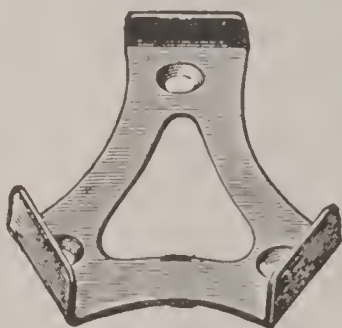
RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

BASE BALL.

TOE AND HEEL PLATES.

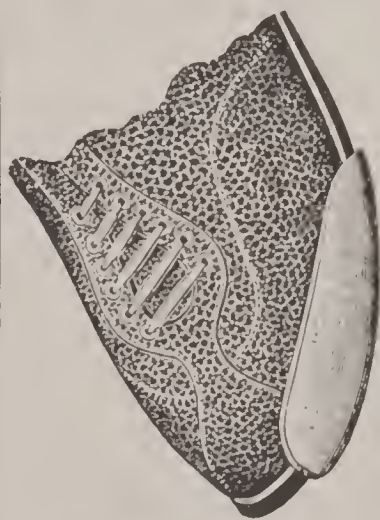


Toe Plate.



Heel Plate.

- | | |
|---|------|
| No. 1—Special hand-forged Steel Toe Plate, with rivets,
Per Pair..... | 35c. |
| No. 2—Best quality Steel Toe Plate, with screws,
Per Pair..... | 20c. |
| No. 3—Good quality Steel Toe Plate, with screws,
Per Pair..... | 10c. |
| No. 1—Special hand-forged steel Heel Plate, with rivets,
Per Pair..... | 35c. |
| No. 2—Best quality Steel Heel Plate, with screws,
Per Pair..... | 20c. |
| No. 3—Good quality Steel Heel Plate, with screws,
Per Pair..... | 10c. |



FOX'S

PITCHERS' TOE PLATES.



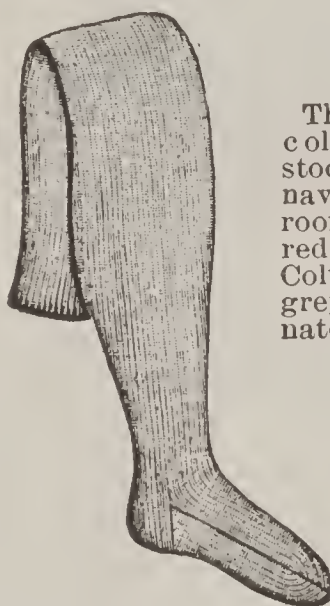
- No. 1—Fine quality Aluminum
Toe Plate, right or left .35c.
- No. 2—Fine quality Brass Toe
Plate, right or left.....25c.

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

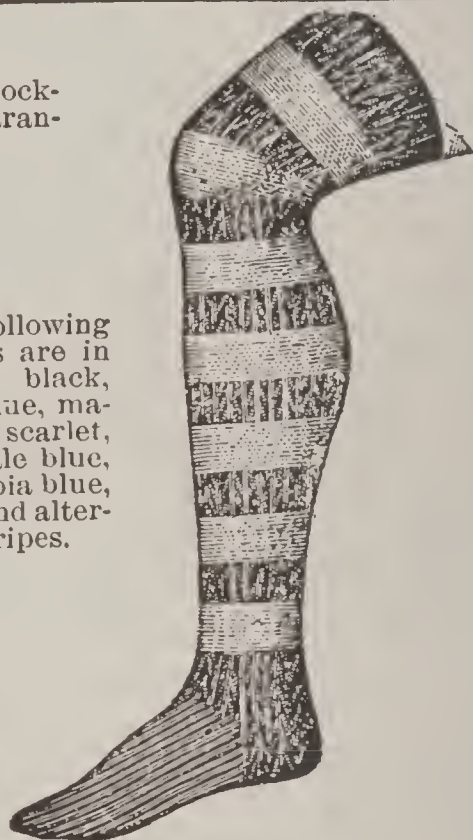
FOX'S ATHLETIC STOCKINGS.

Athletic Stockings.

Heavy Ribbed Athletic Stockings. Full Fashioned and guaranteed fast colors.



The following colors are in stock: black, navy blue, maroon, scarlet, red, Yale blue, Columbia blue, grey, and alternate stripes.



No. 15—Best quality worsted, plain colors, with feet.	
Per pair.....	\$1.00
No. 25—Best quality worsted, 2 inch stripes, with feet.	
Per pair.....	1.00
No. 16—Best quality worsted, plain colors, footless.	
Per pair.....	.85
No. 26—Best quality worsted, 2-inch stripes, footless.	
Per pair.....	.85
No. 17—Medium weight worsted, plain colors, with feet.	
Per pair.....	.75
No. 27—Medium weight worsted, 2-inch stripes, with feet.	
Per pair.....	.75
No. 18—Medium weight worsted, plain colors, footless.	
Per pair.....	.65
No. 28—Medium weight worsted, 2-inch stripes, footless.	
Per pair.....	.65
No. 19—Good quality worsted, plain colors, with feet.	
Per pair.....	.60
No. 29—Good quality worsted, 2 inch stripes, with feet.	
Per pair.....	.60
No. 20—Good quality worsted, plain colors, footless.	
Per pair.....	.50
No. 21—Good quality worsted, 2-inch stripes, footless.	
Per pair.....	.50

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S ATHLETIC SHOES.

Fox's Baseball Shoes.



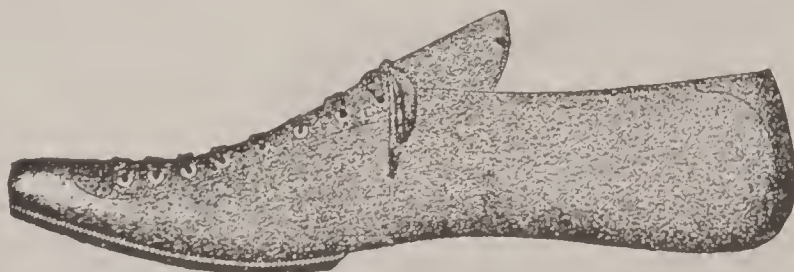
No. 51—Baseball Shoe, black horsehide upper, machine sewed, with flexible shank, fitted with our No. 2 toe and heel plates; per pair \$2.00

No. 5—Baseball Shoe, same style and quality as our No. 51, but has Goodyear welt; per pair.. \$3.00

No. 53—Baseball Shoe, regulation cut, black kangaroo calf upper, flexible shank, best steel heel and toe plates; per pair..... \$3.50

No. 54—Baseball Shoe, genuine selected black kangaroo calf, outside reinforcement, regulation league cut; hand-forged plates riveted on. Per pair.....\$4.00

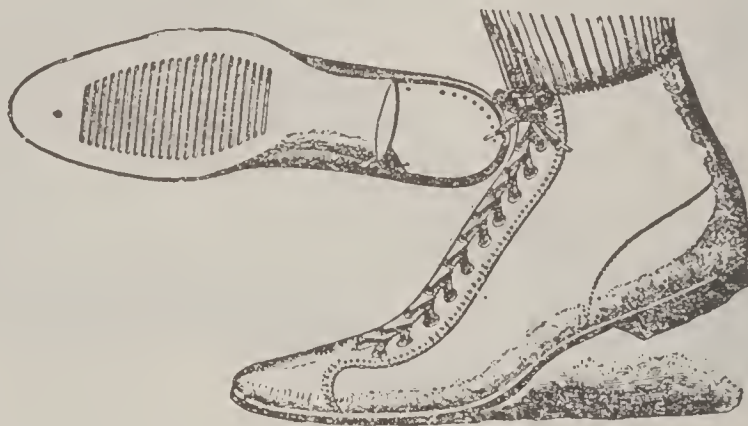
Fox's Indoor Running Shoe without Spikes.



No. 891.—Fine calfskin upper, with light sole, which is covered with corrugated rubber from toe to ball of foot; the rubber is cemented and sewed on. A good shoe; very light and durable. Per pair..... \$2.00

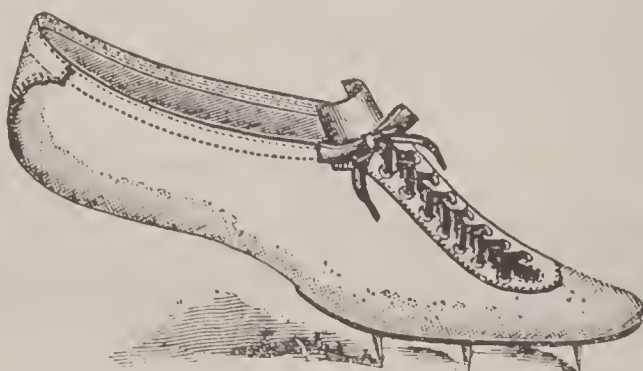
FOX'S ATHLETIC SHOES.

FOX'S BICYCLE SHOES.



- | | | |
|--|-----------|--------|
| No. 40—Bicycle Shoe, black dongola Bal., McKay sewed, scored sole..... | Per pair, | \$1.50 |
| No. 41—Bicycle Shoe, black Jap. calf Bal., Goodyear welt, scored sole | Per pair, | 2.00 |
| No. 42—Bicycle Shoe, black kangaroo Bal., McKay sewed, scored sole..... | Per pair, | 2.50 |
| No. 43—Bicycle Shoe, black Jap. calf Oxford, McKay sewed, scored sole..... | Per pair, | 2.00 |
| No. 44—Bicycle Racing Slipper, Blucher cut, black elk-skin, hand sewed, featherweight..... | Per pair, | 2.50 |

SPIKED RUNNING SHOE.



- | | | |
|--|-----------|--------|
| No. 87 R—Fine calfskin Running Shoe, hand-made, six best English steel spikes..... | Per pair, | \$2.75 |
|--|-----------|--------|

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

FOX'S BASE BALL UNIFORMS



Lace Front.

No. A Uniform

is made from finest League flannel and is the same as used by the National League and large college teams. Colors, four shades of grey, black, maroon, navy blue, brown, green and white.

Shirt, any style.....	\$4 50
Pants, full padded.....	4 00
Hose, No. 1, finest quality....	1 00
Caps, best quality	75
Belt, best worsted or leather.	50

Complete\$10 75

No. B Uniform

is made from flannel a trifle lighter in weight than A but of the same quality. Colors, four shades of grey, black, maroon, navy blue, brown, green and white.

Shirt, any style.....	\$3 50
Pants, full padded	3 00
Hose, fine worsted.....	1 00
Caps, any style.....	75
Belt, leather or worsted.....	50

Complete\$8 75

No. C Uniform

is made of the finest outing flannel. Good value for a high school or amateur team. Colors, four shades of grey, black, maroon, navy blue and white.

Shirt, any style.....	\$2 50
Pants, full padded.....	2 25
Hose fine worsted.....	1 00
Caps, any style.....	75
Belt, leather or web.....	50

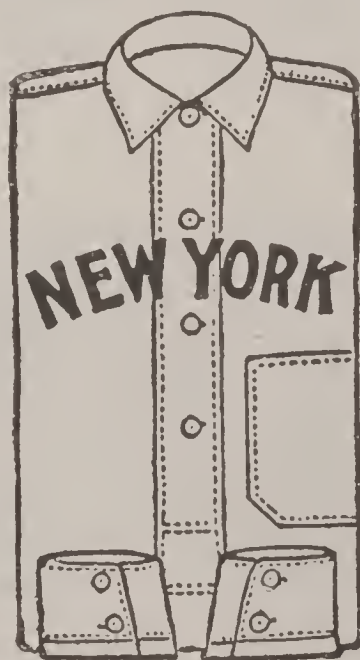
Complete.....\$7 00

No. D Uniform

is made of a good quality medium weight flannel and is well finished. It is a durable outfit for a low price. Colors, four shades of grey, navy blue, crimson and black.

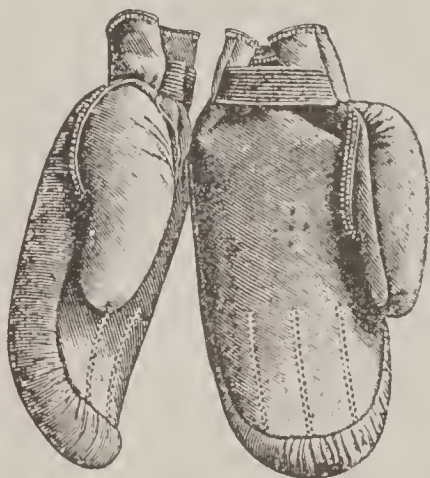
Shirt, lace or button.....	\$2 50
Pants, full padded.....	2 25
Hose, all wool.....	50
Caps, any style.....	50
Belt, leather or web.....	25

Complete.....\$6 00



Button Front.

FOX'S BOXING GLOVES.



Nos. 1, 2 and 3.

No. 1 — Boys' size, made of oil tan leather; a substantial glove, hair padded. Set of four gloves,

Per set.....\$1.00

No. 2 — Men's size, made of oil tan leather; excellent value for the price.

Per set.....,,..... \$1.50

No. 3—Boys' size, made of wine-colored leather, Corbett style, and padded with good quality of hair. Per set....\$1.50

No. C.

No. C — Men's Boxing Glove. Made of Yucatan kid, padded with fine quality hair.

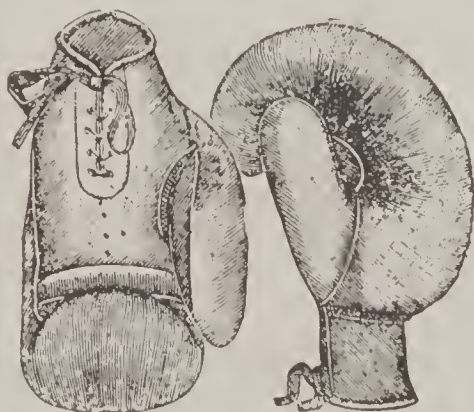
Per set \$2.00.



Nos. 4 and 5.

No. 4—Men's size, made of finest quality Yucatan kid, Corbett style, lace wrist and padded with a superior quality of hair, Per set..... \$2.50

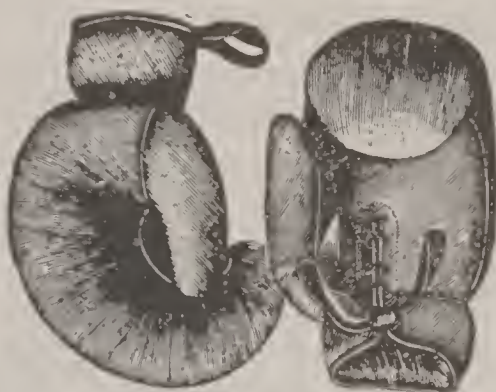
No. 5—Men's size, made of California Napa kid, Corbett style, and stitched with strongest linen thread: padded with curled hair. Per set....\$3.00



RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

 CAN FURNISH ANYTHING IN THE ATHLETIC LINE AT LOWEST PRICES.

FOX'S BOXING GLOVES.



No. 6.

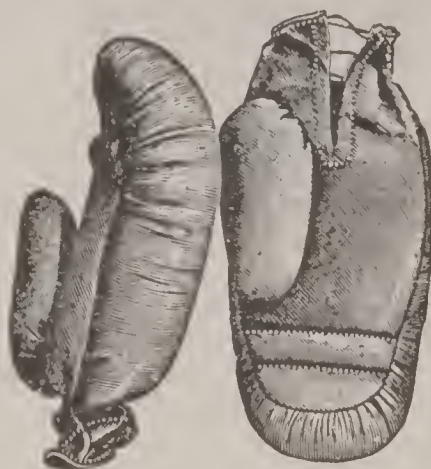
No. 6—Made of wine-colored kid and has a well padded wrist and grip. Corbett style. One of our most popular gloves.

Per set, \$4.00.

No. 7.

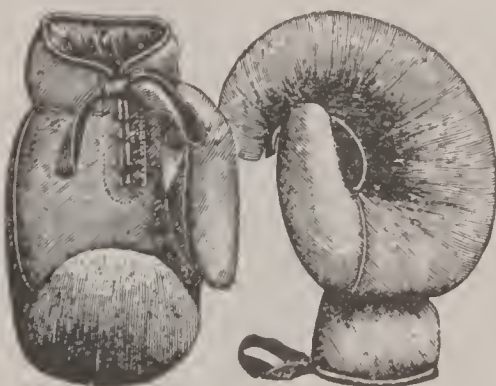
No. 7—Corbett style and made from fine Benton tan kid. The seams are welted and are stitched in the most approved manner with strong silk thread. The padding is the best curled hair.

Per set, \$5.00.



No. 8.

No. 8—Made from the heaviest and best Benton tan kid, which is imported especially for the manufacture of this glove. The padding is of the best curled hair obtainable, and all the seams are welted. The gloves are fully guaranteed. Made in three weights, 5, 6 and 8 oz. each glove. Per set....\$6.00



RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

WE CAN FURNISH ANYTHING IN THE ATHLETIC LINE AT LOWEST PRICES.

FOX'S STRIKING BAGS.

ROUND STRIKING BAGS.



No. 0—Made of good quality wine-colored kid and packed with pure gum bladder, cord and screw eye; price.....\$1.00

No. 1—Made of selected wine-colored kid, and regulation size. Packed with pure gum bladder, cord and screw eye; price \$1.50

No. 2— Full regulation size bag, made of heavy oil tanned leather. The seams are triple stitched with waxed linen thread. Each bag has a pure gum rubber bladder, cord and screw eye. Complete in a separate box. Price.....\$2 00

No. 3—This bag is made from wine-colored leather, with Napa green trimmings. A strong, durable bag. Packed in a box with a gum rubber bladder, etc. Price...\$2.50

No. 4—Made from best Yucatan kid and sewed in the most approved manner. An exceedingly lively bag. Price.....\$3.00

No. 6—Made from California Napa kid and has seams stitched with triple rows of best linen thread. Each bag has pure gum bladder, cord and screw eye. Price.....\$4.00

No. 10—The peer of any bag made. Exceedingly lively, owing to the quality of the stock used in its manufacture, which is the best Russia calfskin obtainable. The seams are sewed by hand and reinforced in every possible way. This bag is in use by two-thirds of the gymnasiums in the United States—a fact which should be sufficient guarantee of its superiority. Price.....\$5.00

Bell Shaped Striking Bags.

No. 5—Made from Russia calfskin, and one of the liveliest bags made. Packed complete with pure gum rubber bladder and cord in a separate box,

Price, \$4.000.

No. 7—Made from fine quality Russia calfskin and stitched with best silk thread. The liveliest bag manufactured by anybody and weighs complete with bladder, 12 oz.

Price, \$5.00.



RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

 CAN FURNISH ANYTHING IN THE ATHLETIC LINE AT LOWEST PRICES.

FOX'S STRIKING BAGS.



Double End Bags.

No. 1 D—Made of selected wine colored kid, regulation size. Packed with pure gum bladder and all attachments.

PRICE, \$1.50.

No. 2 D—Full regulation size bag, made of heavy oil tanned leather, triple stitched with waxed linen thread. The loops are extra reinforced. Packed in a box with pure gum rubber bladder, cord, elastic floor attachment and screw eyes.

PRICE \$2.50.

No. 4 D—Made from finest Yucatan kid and triple stitched on reinforcements with best linen thread. Packed in a box with pure gum bladder, cord, elastic floor attachment and screw eye.

PRICE, \$3.50.

Pear Shaped Striking Bags.

No. A P—Made of fine Napa kid, triple seams. 28 inches in circumference. A very lively bag and a favorite with professionals
Each..... \$2.50

No. 3 P—This bag is made of wine-colored kid, has triple seams, and is 30 inches in circumference. Complete with pure gum bladder. Each.....\$3.00

No. 2 P—Made of best quality Benton tan leather. Stitched with strong linen thread. Circumference 30 inches. Complete with pure gum bladder. Each.....\$4.00

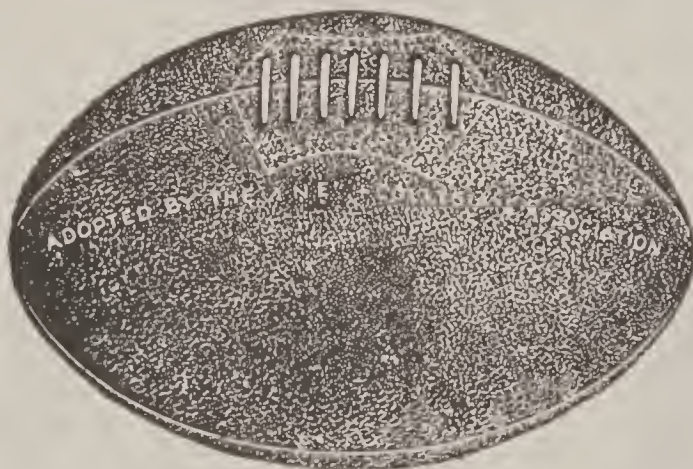
No. 1 P—Made of best quality selected Russia calf, with welt seams. 30 inches in circumference. A very durable bag. Complete with pure gum seamless bladder.
Each..... \$5.00



RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

WE CAN FURNISH ANYTHING IN THE ATHLETIC LINE AT LOWEST PRICES.

❖ FOOT BALL ❖



The Fox Inter-Collegiate Foot Ball.

Is a perfect Foot Ball, conforming in every detail to the requirements of Inter-Collegiate Foot Ball Association. Made from the finest English grain leather and has a pure Para rubber bladder. Packed in a box and sealed. Complete with pump.

NO. 1,

\$4.00 EACH.

The Fox Association Foot Ball.

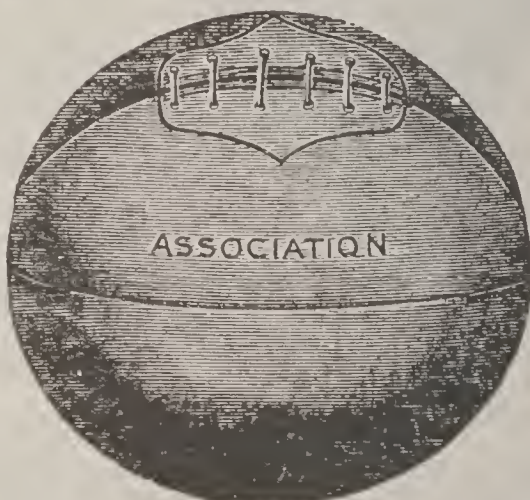
Made of finest English grain leather and guaranteed perfectly round. Complete with bladder, pump and lacing needle.

NO. 1A - \$3.00 EACH.

The Fox Amateur Foot Ball,

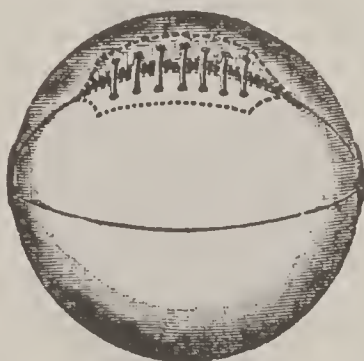
Made of finest pebble grain leather, lined with strong duck. Guaranteed to be perfect in shape. Complete with bladder.

NO. 3 - \$1.50 EACH.



Medicine Ball.

The covers are of selected leather, stitched with strong linen thread. The exercise consists of passing the ball from one to another and the catching of it develops the chest, arms and legs and strengthens the back.



No. 1—4 lb. Ball.....each \$4.00

No. 2—6 " " " 5.00

No. 3—9 " " " 6.00

RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

❖ CAN FURNISH ANYTHING IN THE ATHLETIC LINE AT LOWEST PRICES.

\$1.00

PAYS FOR

POLICE GAZETTE

13 WEEKS

.... AND ANY OF THE FOLLOWING

PREMIUMS FREE!

**SPORTING
ANNUAL
1904.**

Complete Records
of every Branch
of Sport.

**COCKER'S
GUIDE.**

All Cock-Fighting
Rules.

**THE DOG
PIT.**

Indispensable to
owners of Fight-
ing Dogs.



**Bartender's
Guide.**

All the latest
drinks.

**SCIENTIFIC
WRESTLING**

75 Half tone
Illustrations.

**BOXING
AND**

HOW TO TRAIN.

With illustrations
and rules of the
manly art.

**BARBER'S BOOK OF
RECIPES.**

How to make Hair Tonics.

**POLICE GAZETTE
CELEBRITIES.**

Beautiful Half-tone Portraits.

**FIVE-POUND DUMB
BELL EXERCISES**

With Half-tone Illustrations.

PHYSICAL CULTURE

Beneficial to everybody.

PEARL HANDLE PEN.

SET OF FIVE DICE.

THE GREATEST BOOK EVER
PUBLISHED.

NO 4-FOX'S ATHLETIC LIBRARY.

THE OFFICIAL
BOOK OF RULES
FOR ALL
SPORTS



PUBLISHED BY
RICHARD K. FOX
FRANKLIN SQUARE
NEW YORK.

1904

PRICE

10
CENTS

FOX'S GYMNASIUM SUPPLIES.

DUMB BELLS.

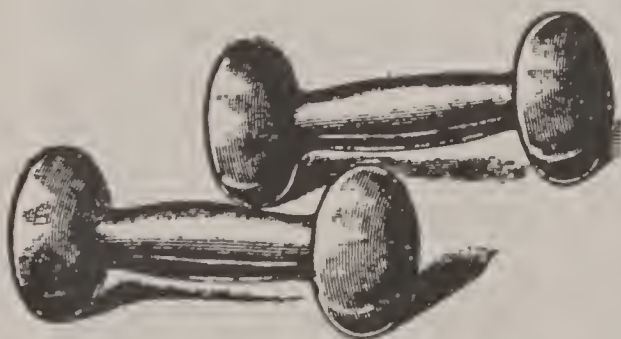


1-4 lb.....	Pair	\$0.20
1-2 ".....	"	.25
3-4 ".....	"	.28
1 ".....	"	.30
1 1-2 ".....	"	.40
2 ".....	"	.45
3 ".....	"	.50
4 ".....	"	.60



INDIAN CLUBS.

1-2 lb.....	Pair	\$0.20
3-4 ".....	"	.25
1 ".....	"	.30
1 1-2 ".....	"	.35
2 ".....	"	.40
2 1-2 ".....	"	.45
3 ".....	"	.50
4 ".....	"	.60
5 ".....	"	.70



NICKEL-PLATED DUMB BELLS.

Highly polished,
1 to 5 pounds,
per pound 10c.

IRON DUMB BELLS.

Japanned, 1 to 40 lbs.,	
per lb.....	.05
Japanned, 40 lbs. and over,	
per lb.....	.08



RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

WE CAN FURNISH ANYTHING IN THE ATHLETIC LINE AT LOWEST PRICES.

GREATEST OF REFERENCE BOOKS

**CONTAINS ALL THE SPORTING RECORDS
IT EASILY FITS IN THE VEST POCKET**

POLICE GAZETTE



**SPORTING
ANNUAL**

1904



**RICHARD K. FOX
PUBLISHER,
NEW YORK.**

Price 10¢

ACTUAL SIZE OF BOOK 3 X 4 $\frac{1}{4}$ INCHES

THE STANDARD SPORTING AUTHORITY

Five Pound Dumb Bell

Exercises



BY _____

Prof. ATTILA

ILLUSTRATED WITH

30

FULL-PAGE, HANDSOME

HALF-TONE
PLATES . .

Greatest Series of Physical
Culture Movements Known

JUST ISSUED IN **BOOK FORM**

PRICE

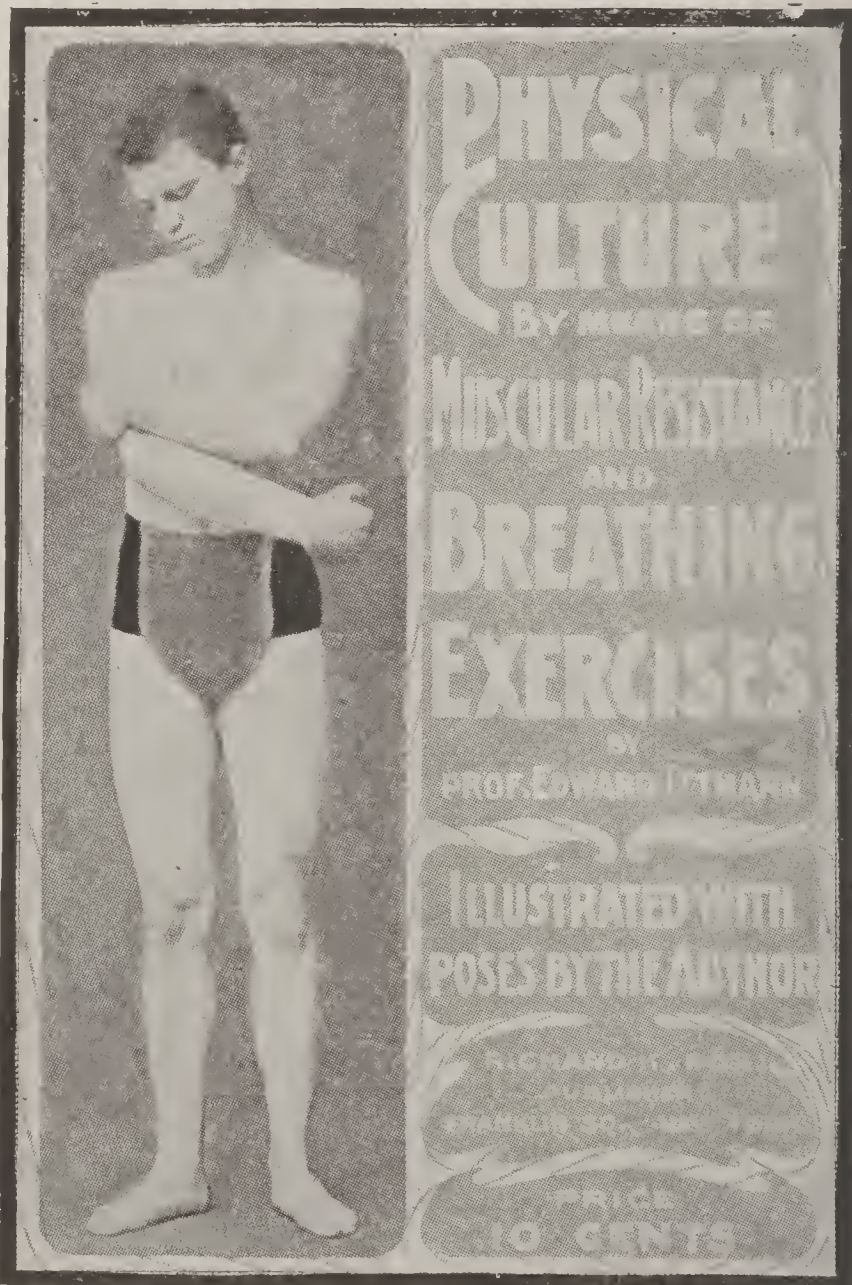
10c.

ORDER AT ONCE

RICHARD K. FOX, Publisher
Franklin Square, NEW YORK CITY

Our 1904 Handsome Illustrated Premium Book Mailed Free

DEVELOP — YOUR — MUSCLES



Illustrated with 75 FULL PAGE HALF-TONE PLATES

RICHARD K. FOX, Publisher
Franklin Square NEW YORK CITY

STRIKING BAGS.



The Fox Noiseless Striking Bag.

The following are few of the advantages claimed for the Fox Noiseless Striking Bag:

Does not jar the house.
Lightness of construction; weight only 9 pounds.

Compactness—When boxed ready for shipment measures only 12x28x4 inches. Requires only 16x18 inches wall space.

Guaranteed absolutely noiseless.

Adjustable speed—A feature not obtained on any other bag.

No. 1—Outfit complete with good quality bag,

Price each.....\$7.50

No. 2—Outfit complete, including fine selected Russia calf, treble seam bag, inflating pump and striking bag gloves, price \$10.00

Descriptive booklet on application.

Fox's Eureka Striking Bag Drum. Made of one-inch ash, well seasoned. 21 inches in diameter, nicely finished with solid wrought iron brackets. A neat, solid platform.

Price, without bag, \$5.00

The Victor 20th Century Striking Bag.

The frame is of black enameled metal with forged steel brace rod, and a fine quality special tan bag with pure gum bladder goes with each outfit.

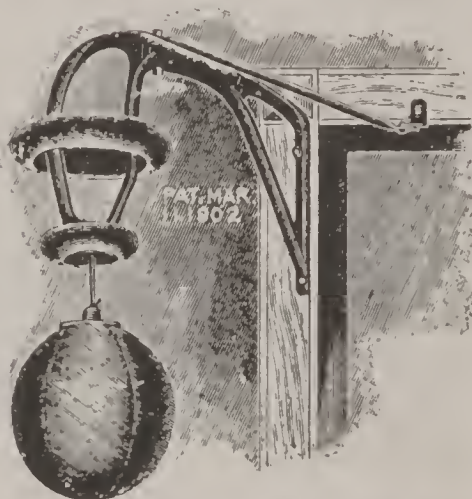
It will go either side of a doorway and occupies a space of only a one-foot triangle, extending into the room two feet.

No. 3—Complete with bag,

Price.....\$7.00

Weight, complete in box, 12 pounds.

Extra Bags, each.....\$2.00



RICHARD K. FOX, FRANKLIN SQUARE, NEW YORK CITY.

 CAN FURNISH ANYTHING IN THE ATHLETIC LINE AT LOWEST PRICES.

PHYSICAL CULTURE FOR WOMEN.

NO. 5. FOX'S ATHLETIC LIBRARY.



By BELLE GORDON, Champion Woman Bag
Puncher.

RICHARD K. FOX, PUB., FRANKLIN SQUARE, N. Y. CITY.

THE DOG PIT.

An Illustrated Treatise on the Breeding, Training
and Handling of Fighting Dogs.



It Also Contains
The Latest
POLICE GAZETTE
RULES.



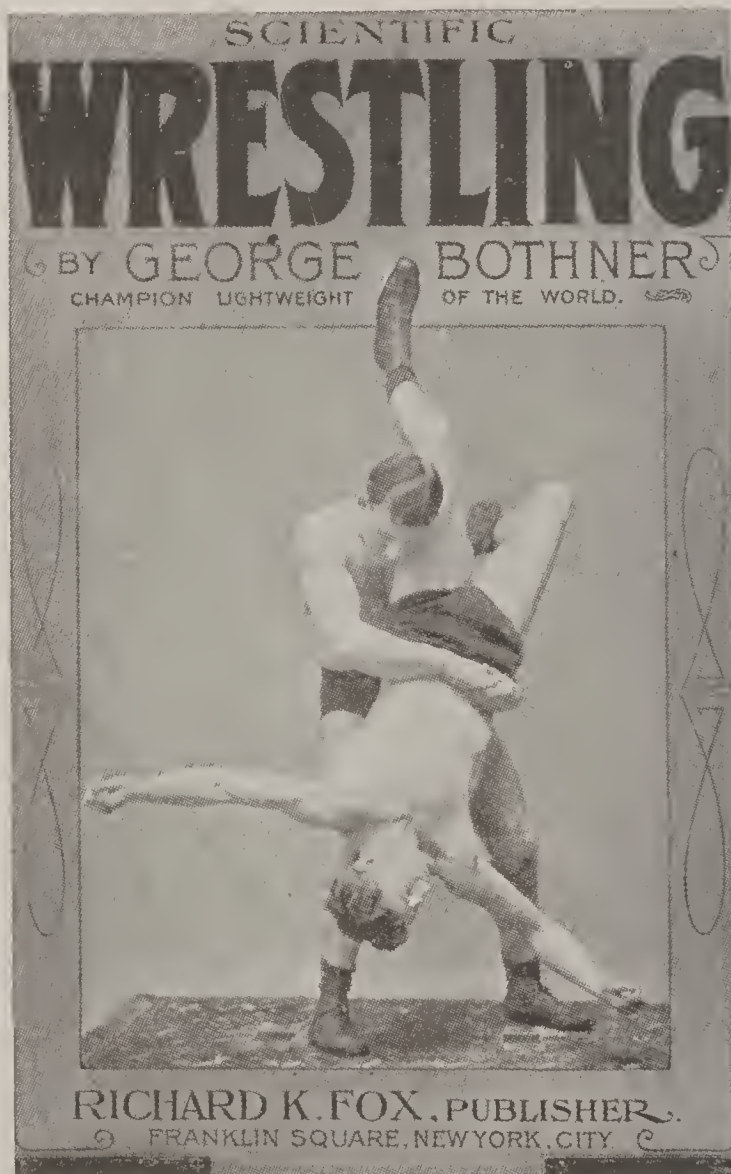
This Book is an authority upon the subject of which
it treats and is invaluable to the Dog Fancier

PRICE, 25 CENTS.

RICHARD K. FOX, PUB., FRANKLIN SQUARE, NEW YORK CITY

SCIENTIFIC WRESTLING

No Such Book Has Ever Been Placed
Before the American Public . . .



PRICE 25 CENTS

It Contains 71 Full Page Illustrations
Reproduced from Photographs Specially Posed for

It exemplifies all the HOLDS, COUNTERS and ESCAPES
known to Mat Artists, as well as a few New Ones. Size
of Book 5 x 7¼ inches.

The Cocker's Guide.

How to Train, Feed and Breed Game Cocks,
Together With Complete Pit Rules.



HE DIED FIGHTING.

This is a Standard Book, and Should Be In Every
Sporting Library.

. . . IT IS FULL OF INFORMATION. . . .

PRICE, - - - - - 25 CENTS.

RICHARD K. FOX, PUB., FRANKLIN SQUARE, NEW YORK CITY.

BARBERS' BOOK OF RECIPES

This Shows The Novice How To Make Hair Tonics,
Cosmetics, Cold Cream, etc., and it is a Money
Saver for the Up-To-Date Tonsorialist.

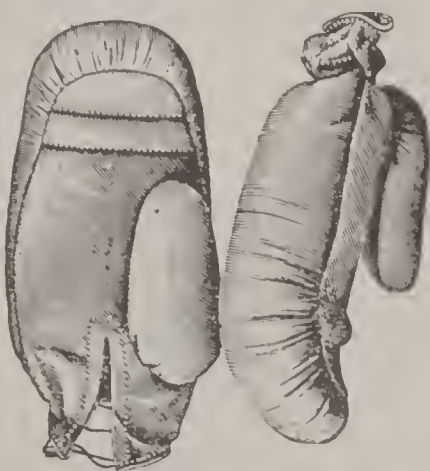


Order One Now and You Will Reduce Your Expenses
And Increase Your Income.

PRICE, - - - - 25 CENTS.

RICHARD K. FOX, PUB. FRANKLIN SQUARE, NEW YORK CITY

Boxing Gloves Free !



A FINE SET OF GLOVES MADE OF THE BEST YUCATAN KID AND FILLED WITH SUPERIOR QUALITY HAIR, LACE WRIST, CORBETT STYLE WILL BE GIVEN AS A PREMIUM TO ANYONE SENDING

\$6.00

FOR ONE YEAR'S SUBSCRIPTION
TO THE

..POLICE GAZETTE..

Punching Bag Free !

REGULATION SIZE, MADE OF HEAVY OIL TANNED LEATHER, SEAMS ARE TRIPLE STITCHED WITH WAXED LINEN THREAD, PURE GUM RUBBER BLADDER, CORD AND SCREW EYE.

A SUPERIOR BAG IN EVERY WAY.

FREE TO YOU ON RECEIPT OF

\$6.00

FOR ONE YEAR'S SUBSCRIPTION

TO THE

..POLICE GAZETTE..

THE BEST SPORTING PAPER
IN THE WORLD.



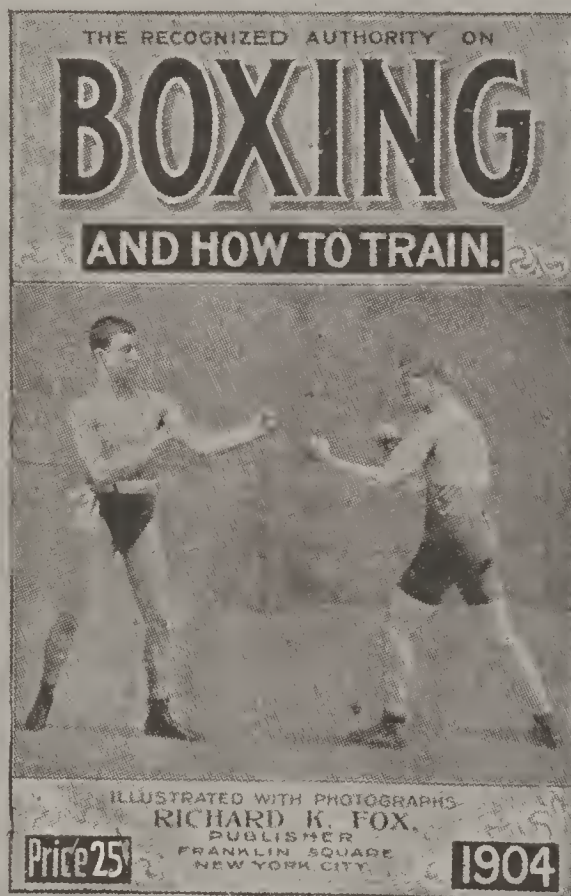
RICHARD K. FOX, PUBLISHER,
FRANKLIN SQUARE, NEW YORK CITY.

THE BEST
BOOK ON BOXING

○ || **EVER PUBLISHED.** || ○

The **BEST BOOK ON BOXING**

○ **EVER PUBLISHED.** ○



Actual Size of Book 5x8½ Inches.

ACTUAL SIZE OF BOOK 5x8½ INCHES.

HANDY POLICE GAZETTE HOLDER

Prevents the Paper From Being Torn or Mutilated.



HOLDER MAILED TO YOUR ADDRESS **25** CENTS.

\$1.00 For **HOLDER** and **GAZETTE**
... 13 WEEKS ...

RICHARD K. FOX, PUB., FRANKLIN SQUARE, NEW YORK CITY.

BARTENDERS' GUIDE.

A Complete And Reliable Manual For The Man
Behind The Bar.

It Contains a Great Many New Drinks, Besides all of
the Recipes for the Most Popular Beverages.



You Don't Have To Think It Over When You
Have This Book Handy.

PRICE, - - - - 25 CENTS.

RICHARD K. FOX, PUB., FRANKLIN SQUARE, NEW YORK CITY.

THE GREATEST ILLUSTRATED SPORTING
WEEKLY IN THE WORLD.

THE NATIONAL
POLICE GAZETTE
THE LEADING ILLUSTRATED SPORTING JOURNAL IN THE WORLD

RICHARD L. FOX,
Editor and Proprietor

NEW YORK: SATURDAY, MARCH 12, 1904.

VOLUME XXXIV, No. 1267
Price, 10 Cents

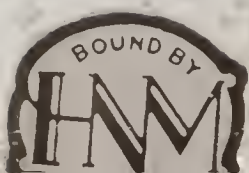


JACK MUNROE.

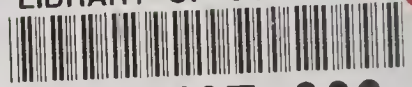
All Up-to-Date Newsdealers Sell the Police
Gazette and Fox's Athletic Library.



APR 76



LIBRARY OF CONGRESS



0 041 497 903 8